ZERO

"Konnichi-wa, Anjin San. Hoteru-basu furuto-jiusu. Hai? Iye. Honto. Sayonara."*



*"First Samurai solved, page 74."

NEWS > REVIEWS > ST AMIGA PC FEBRUARY ISSUE £2.75 WITH DISK



MONKEY ISLAND 2

SPOOK SKOOP!

THE BEST REVIEWS AND PREVIEWS*

- Aces Of The Pacific
- Realms ● Knightmare
- TV Sports Baseball
- Eye Of The Beholder 2
- Golden Eagle 2
- Tip Off ● John Madden
- Falcon 3

"Ooh look! It's one of those new-fangled invisible cover disks that only stupid people can't see." Well, you could always ask the newsagent for a normal one (stupey!). That sounds like a much more sensible idea – I mean, how on earth would you find the other one once you'd put it down?

WIN!

Over £5000 worth of goodies!

BRITAIN'S BEST SELLING 16-BIT MULTI FORMAT MAG!

EUROPEAN MAGAZINE OF THE YEAR!

02

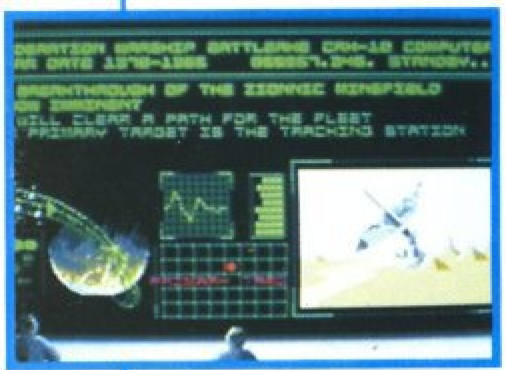
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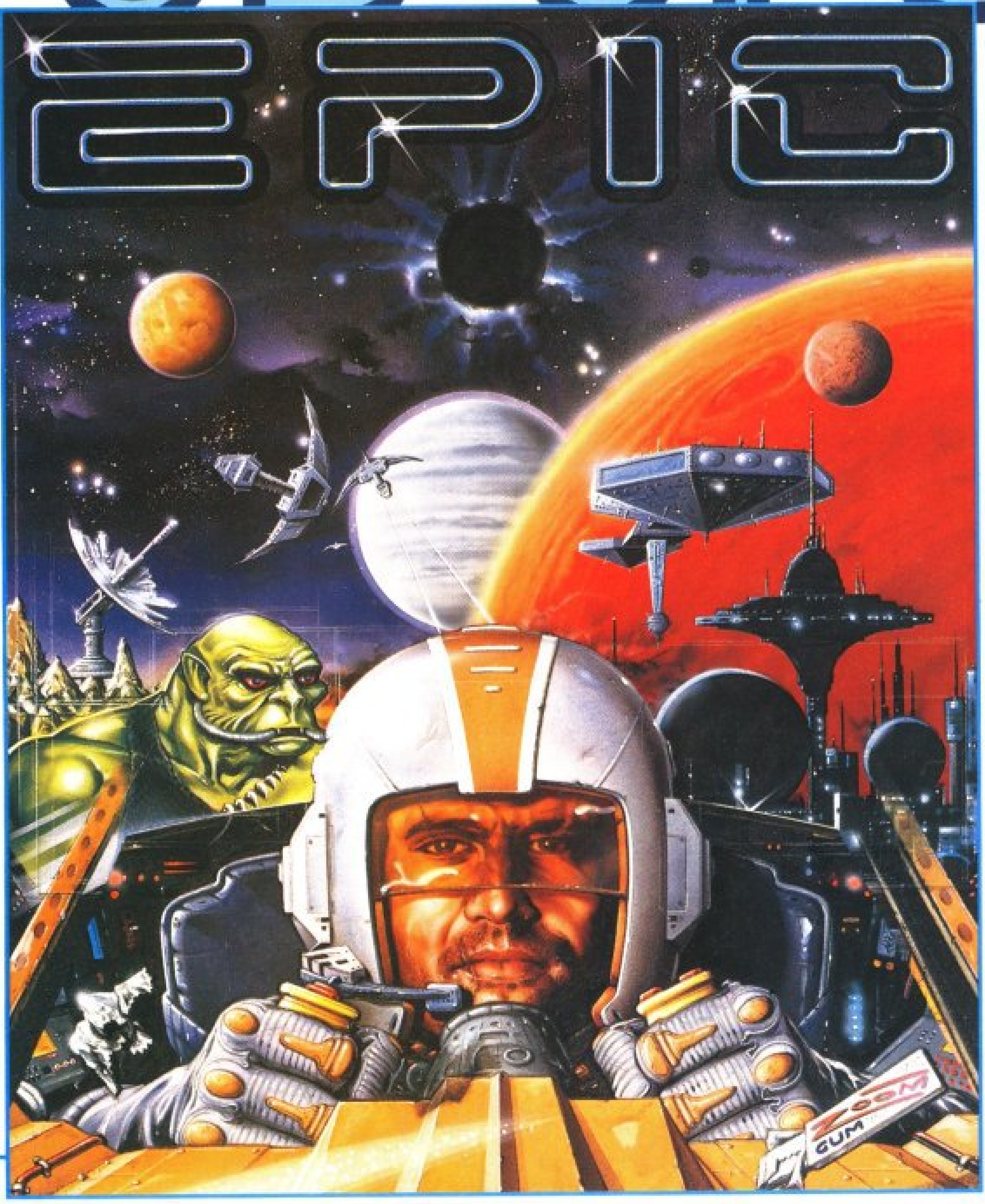
*In a sort of modest, humble, lovable sort of way

2 3D SPE









TM

"Fast just isn't the word for this 3D - an excellent game that more than lives up to it's name." - **ACE**

"Epic is one of the finest products i have played this year, the depth of gameplay and graphics are of a truly stunning standard. .. the sheer number of vectors used on the screen is incredible with the final battle having over 500 independently minded ships." - Games X

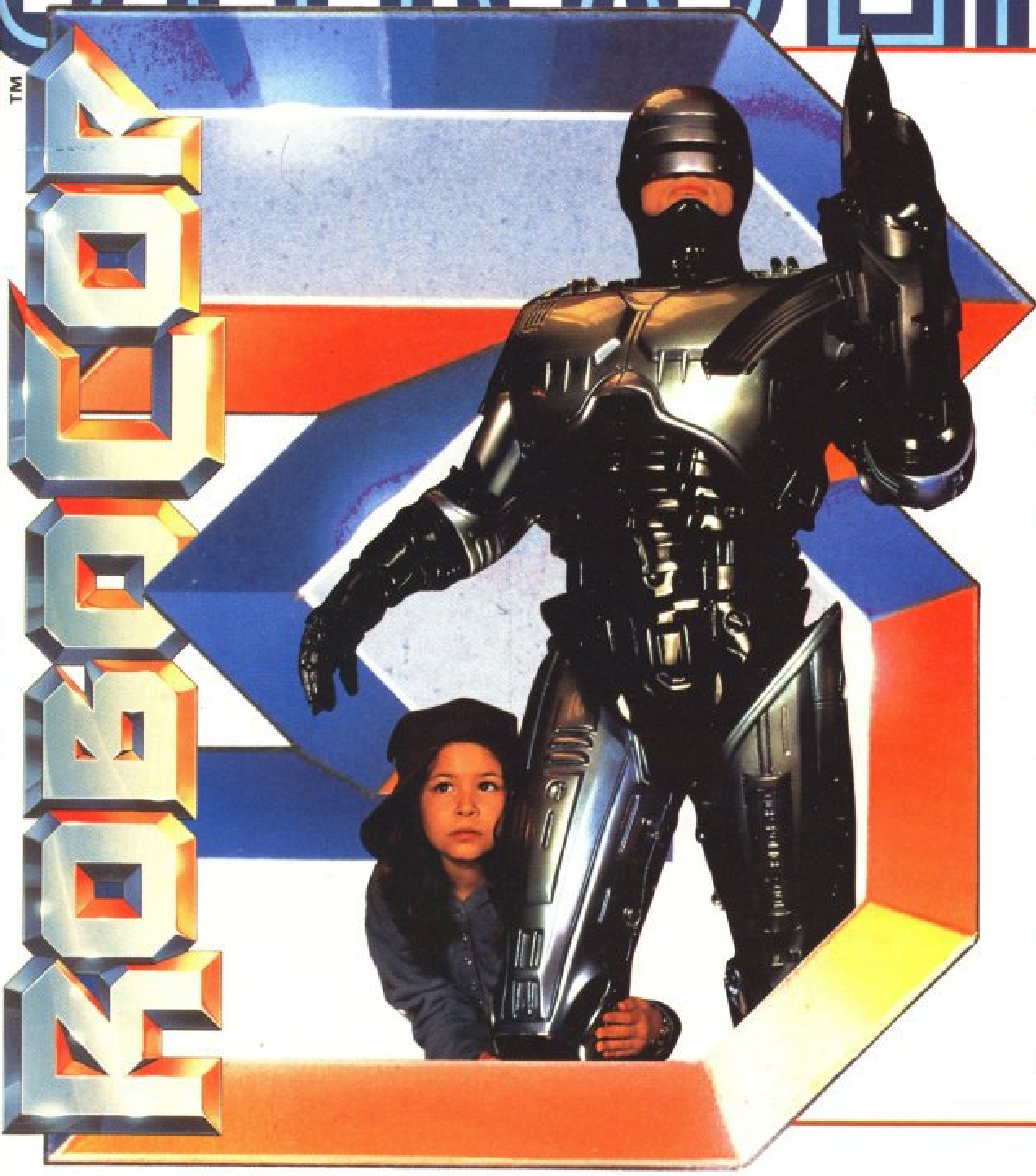
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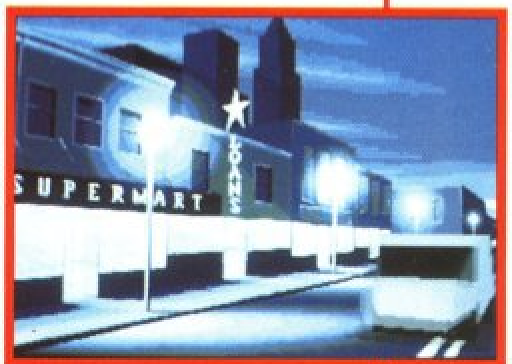
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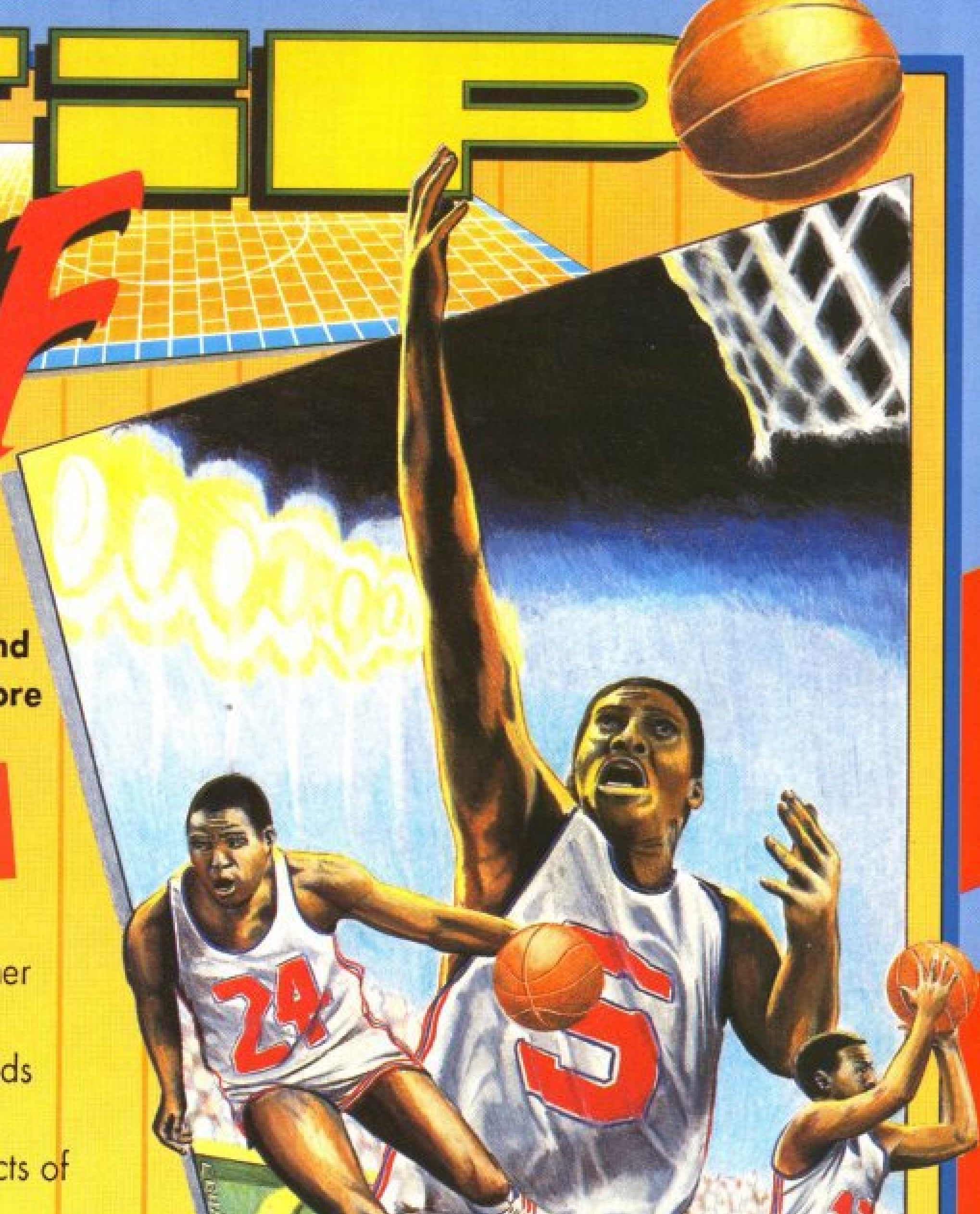
oth

"Knocks your socks off... you've never seen 3D as good as this. The 3D twist works extremely well and arguably makes Robocop 3 the best film licence yet." - **ACE** "The vectors are super slick and smooth, all animations are top notch, giving us some of the best vectors around and the screens are superbly drawn. This is definitely one of the best film licences yet." - **GAMES X**

ST AMIGA - IBM PC & COMPATIBLES

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TIP OFF



The sheer pace of the game, end to end action and tactical game play is the core of TIP OFF, a basketball simulation -

A SIMULATION WHICH IS GREAT FUN TO PLAY

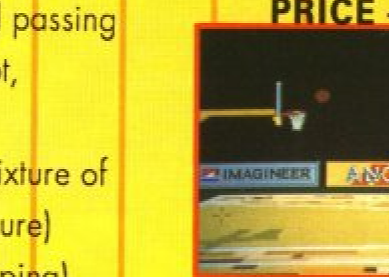
Players' skills, attributes and fitness together with the astute substitution of players and change of tactics banks by the coach, holds the key to success in basket ball. TIP OFF, therefore includes some managerial aspects of the game. The main features are:-

* Multi directional scrolling screen
* Five skill levels. Skill level of both teams can be set independently.
* 1 to 4 players option. Option to play against the computer or another player or team up with another player against the computer or another player or two players.
* Facility to practice skills and tactics.
* Facility to create a team at all skill levels and design tactics.
* Instinctive Joystick controls to dribble, pass, shoot or do a dummy. There are two running speeds, two types of dribbling and passing and five types of shots at the basket (Jump shot, Hook shot, Skyhook, Running Jump shot and Slam Dunk).
* Each player on the court is an individual with a unique mixture of attributes (Age, Height, Flair, Pace, Stamina and Composure) and skills (Passing, Dribbling, Stealing, Shooting and Jumping).
* Two types of Leagues. Action Replay at 3 speeds.
* Extra moves are available using two independent button joysticks using the EXORLENCE System.

AMIGA, ATARI ST -
(ATARI D/S DISC ONLY)
IBM PC & COMPATIBLES
PRICE - £25.99





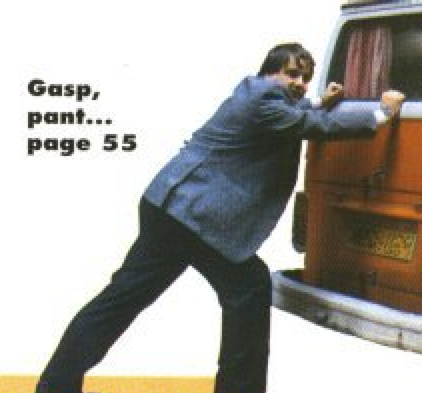


Amiga Screenshot's Shown

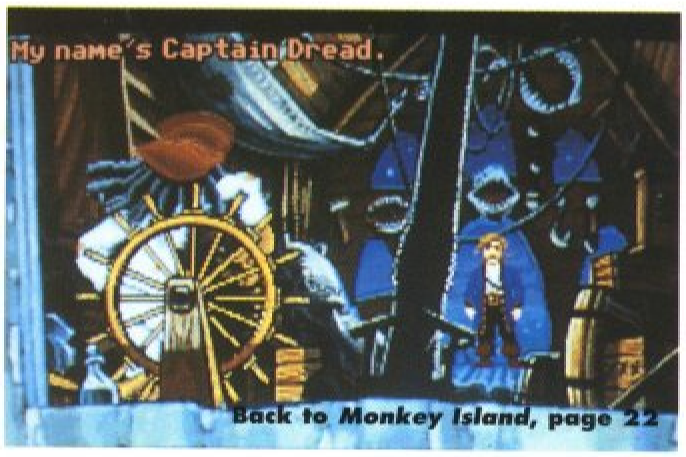
EASY TO PLAY - HARD TO MASTER

Published by
ANCO Software Ltd
7 Millside Industrial Estate, Lawson Road, Dartford, Kent, DA1 5BH. Tel: 0322 292513/8 Fax: 0322 293422

ZERO 28



Gasp, pant... page 55



Back to Monkey Island, page 22

ZERO

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ABC **53,634**

Dennis

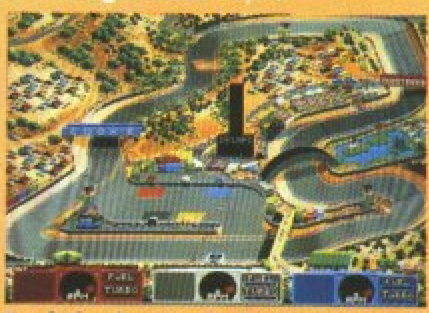
COVER PHOTO: Chris Overton.
Modelled by: Barry Warren from Ugly.
Styled by: Gina Crozier at Premier Photographic.

GAMES LIST

We've spent a month playing 'em, now you can suss where they are in nanoseconds. Here they are, in alphabetical order...



***Falcon 3.0*, page 18**

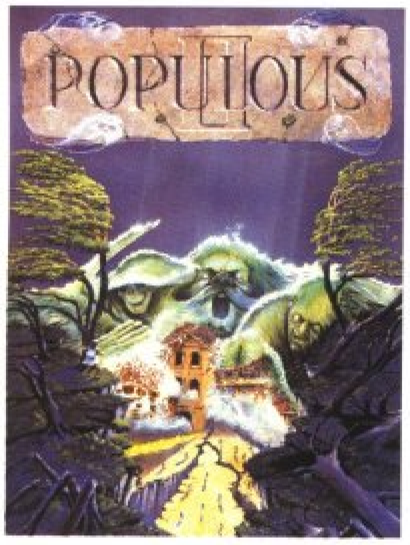


Feel the heat – *Indy Heat*, page 8

THE GODS ARE BACK AND ALL HELL IS ABOUT TO BREAK LOOSE

Populous II has arrived and it's everything you'd dreamt it might be - and more.

More earthquakes, more volcanoes, more tidal waves,



Available late December for Amiga and ST.

£29.99

more deadly swamps, in fact the most devasting natural disasters known to man, and a few he hasn't heard of yet.

This time you find yourself back in Ancient Greece, where as one of the sons of Zeus himself, your aim is to achieve immortality and take your place next to him on Mount Olympus.

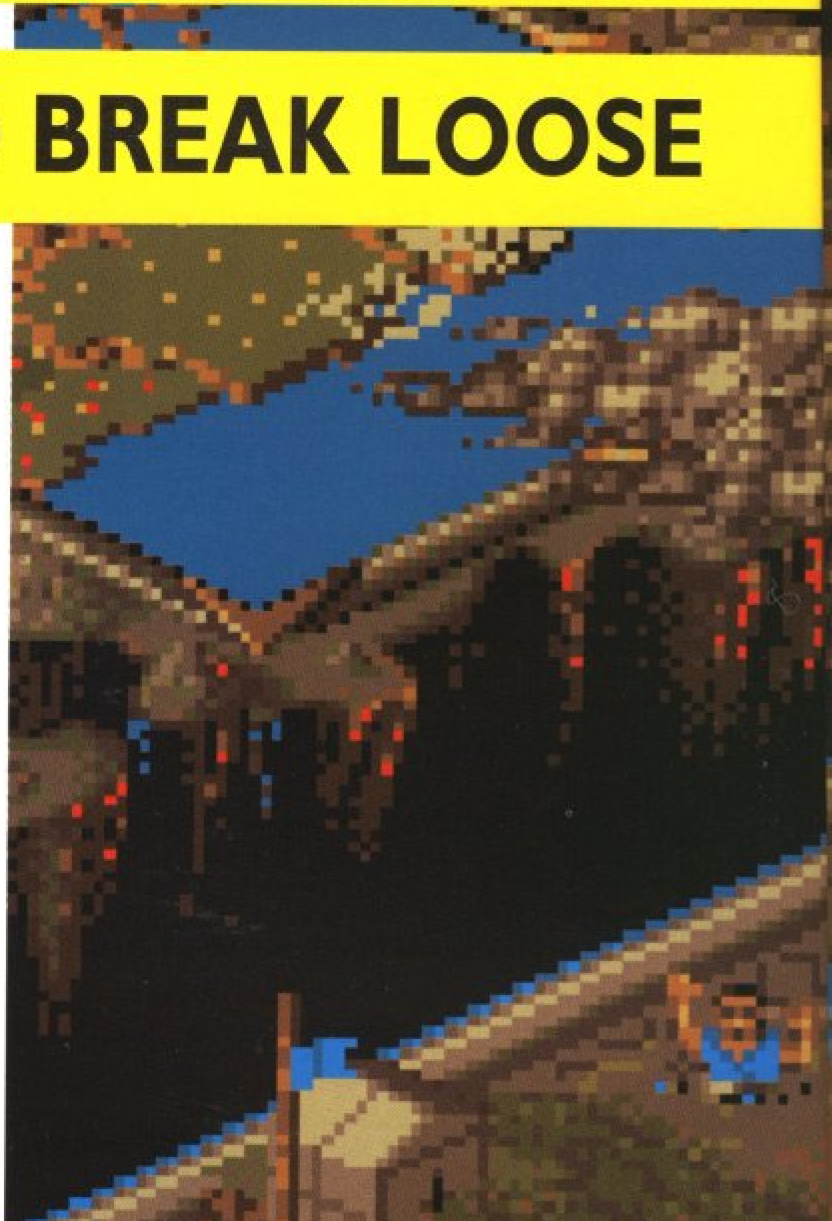
But the old boy isn't going to let you have your way without an almighty fight and he's conscripted 32 of his most powerful deities to stand in the way of your ambitions.

Design your own elaborate settlements with grand houses, roads and trees. Construct city walls in preparation against the oncoming rains of fire, whirlwinds, bolts of lightning and new, especially devious monsters like the foxy Helen of Troy, who leads people to their death with her beauty.

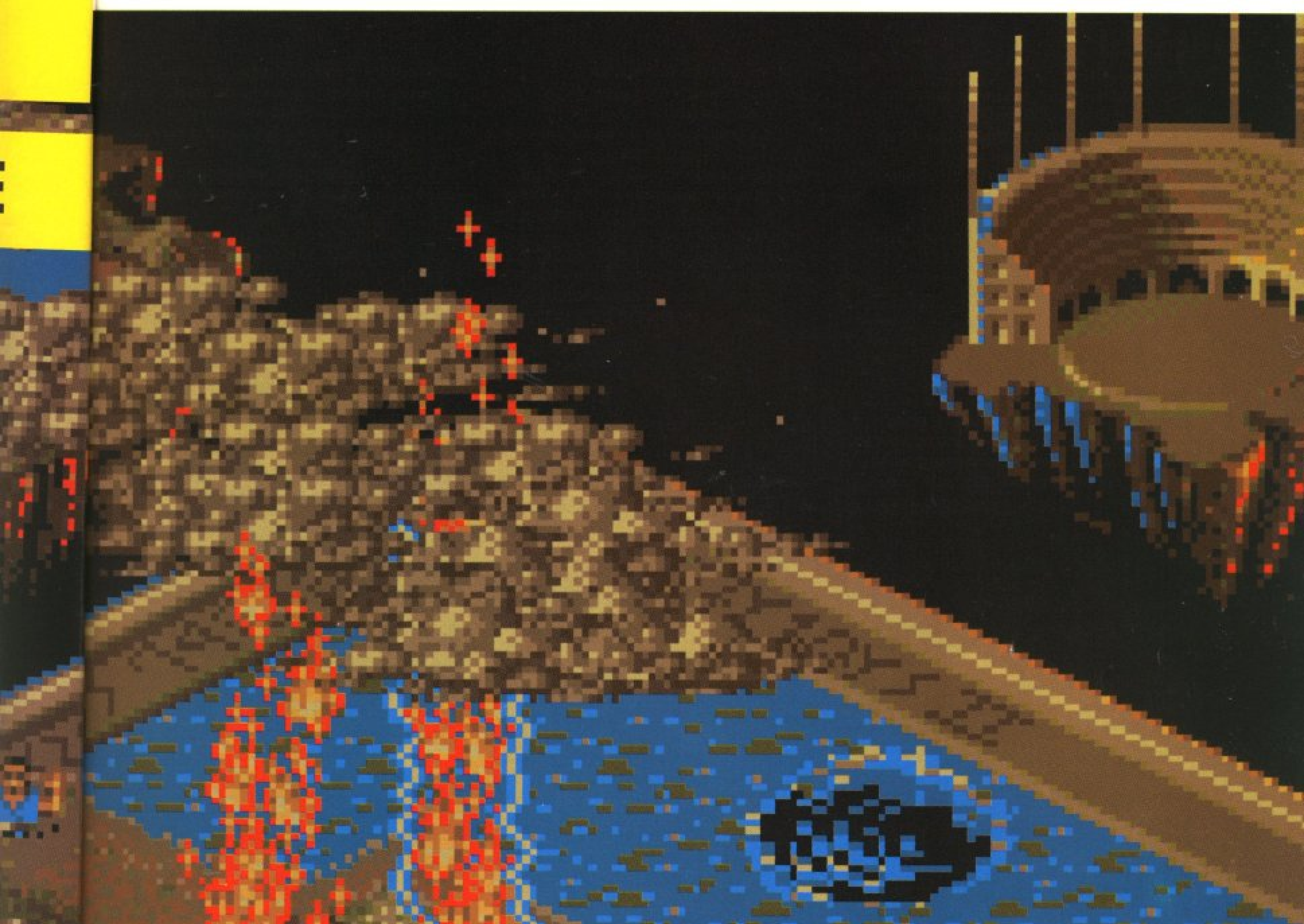


Populous II has 1000 worlds to conquer, 1MB of graphics, 5,000 animations, dozens of new sound effects and a mind-blowing sound track.

To celebrate it's release, you can also collect special Populous II T-shirts, mugs, data disks and interactive clue books from The World of Populous II which you will find in participating retailers.



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ELECTRONIC ARTS™

Electronic Arts, Langley Business Centre, 11-49 Station Road, Langley, Berks SL3 8YN,
Tel: 0753 549442, Fax: 0753 546672

Published by Bullfrog Productions Ltd.



DISKUS

INDY HEAT

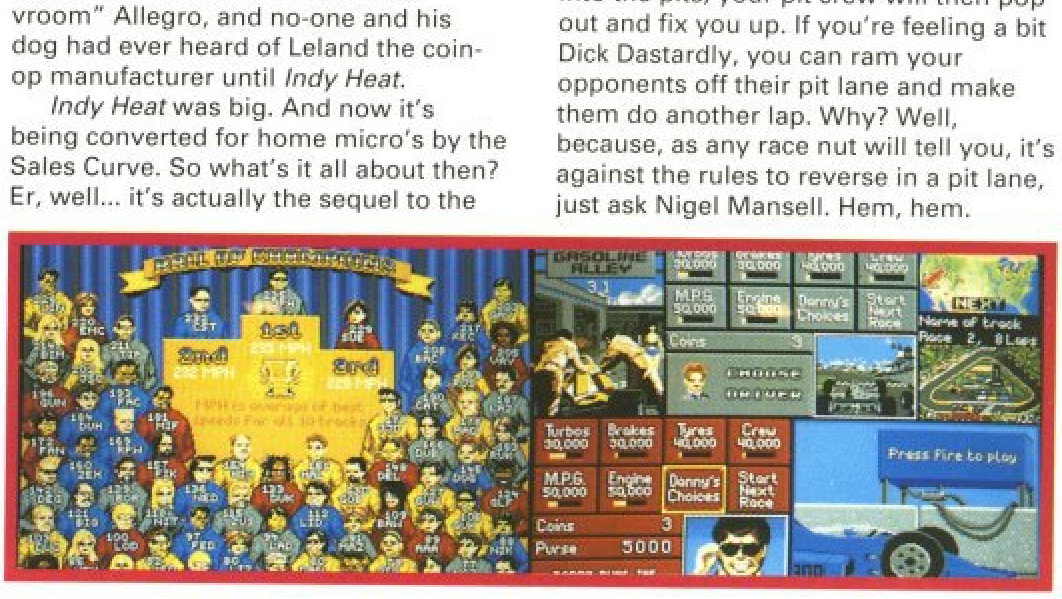
FULLY PLAYABLE DEMO (AMIGA ONLY)
Sales Curve

Blimey! There's nothing floppy about our disk. It's champion! Another bumper Cover Disk bundle 'especially for you' (in the words of Kylie and Jase). Two playable demos and three (count 'em, three) complete PD games for your delectation.

Down in Battersea, home of The Sales Curve and, coincidentally, of the famous dog's home, they do say "every dog has it's day". This old adage is no truer than in the case of things called Leland. Leland Palmer was the Ken Barlow of *Twin Peaks* until his hair all turned white, British Leyland was crap until the Austin "miles more vroom" Allegro, and no-one and his dog had ever heard of Leland the coin-op manufacturer until *Indy Heat*.

Indy Heat was big. And now it's being converted for home micro's by the Sales Curve. So what's it all about then? Er, well... it's actually the sequel to the well-received *Super Off Road Racer*. (So I lied about Leland being a one hit wonder.) It's also a multi-player, top-down racing game in a similar mould to *Hot Rod* and *Badlands*. Up to three players can participate in the computer version (with two joysticks and the keyboard), and the whole course is featured on a single screen. There'll be a total of ten tracks on offer in the finished game, but here's one whole track to yourself for starters.

If you manage to thrash your car – you know, bashing into walls, other vehicles, and the like – you'll be instructed to make a pit stop. Pulling into the pits, your pit crew will then pop out and fix you up. If you're feeling a bit Dick Dastardly, you can ram your opponents off their pit lane and make them do another lap. Why? Well, because, as any race nut will tell you, it's against the rules to reverse in a pit lane, just ask Nigel Mansell. Hem, hem.



Indy Heat's high score 'table' isn't a table at all. It's actually a kind of 'rogue's gallery' of all the best drivers. You see, you can actually personalise your driver by choosing him or her from a veritable Argos Catalogue of boat races. If you then manage to accomplish a high score, your customised character will appear in the hall of fame with your score emblazoned on his dungarees.

DODGY DISKUS?

Oh, oh – it's just not your day, is it? You got up late, you spilt your cup of tea, it rained on your way downtown and now your cover disk is jiggered. Well, don't fret – simply follow these step-by-step instructions...

1. Make sure the game/demo you're trying to play actually works on your computer. The label tells you which program is for which format.
2. If your disk has been damaged on its way to your machine, please don't poke it into your machine. Dennis Publishing will not be held responsible for damage caused to your hardware by a bent or damaged disk.
3. Right, so we've now got the right machine, the right undamaged disk... but no joy. It's faulty, right? Alright, alright already. Don't panic.
4. Pop the disk into a padded envelope, with a note explaining the problem, and send the whole caboodle to: **ZERO Disk Returns, Production And Distribution, TIB House, 11 Edward Street, Bradford, BD4 7BH.** If, on the other hand, you think your problem could be remedied by a simple phone call, then ring the ZERO Disk Probs Hotline on **(0274) 736 990.**

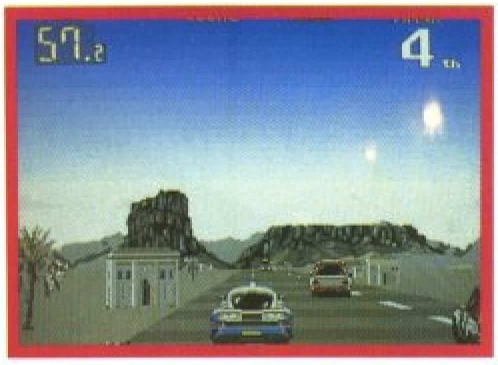
CONTROLS

PLAYER ONE
Joystick One
UP:Turbo
DOWN: Brake
LEFT: Left
RIGHT: Right
FIRE: Accelerate

PLAYER TWO
Joystick Two
UP: Turbo
DOWN: Brake
LEFT: Left
RIGHT: Right
FIRE: Accelerate

PLAYER THREE
Keyboard
UP: Turbo
DOWN: Brake
LEFT: Left
RIGHT: Right
CTRL: Accelerate

S CHAMP!



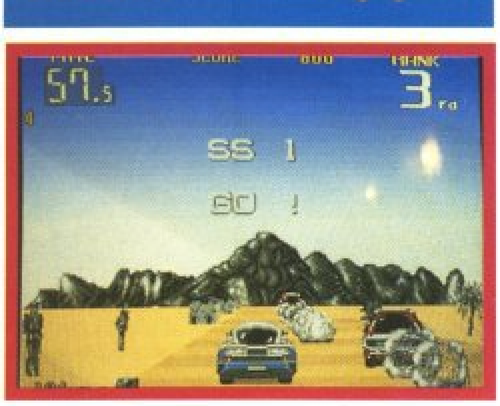
BIG RUN

FULLY PLAYABLE DEMO
(ST ONLY)
Sales Curve

Before you get your mitts on *Indy Heat*, however, the Sales Curve will bring you its conversion of Jaleco's rolling-road racer, *Big Run*. *BR* popped up in the arcades shortly after Taito's *Chase HQ* and attempted to capitalise on the success of that title. *Chase* featured a police Porsche chasing villains in assorted European sports cars, ramming them off the road. *Big Run*, on the other hand, plonked you in a Porsche in a race based on the Paris-Dakkar rally. Now *Big Run* is coming to home computers – it will offer rally stages through water, desert and other assorted terrains against a host of rival racers. Here's a level to whet your appetite – but YOU should be able to play *Big Run* for real as you read this.

CONTROLS

(JOYSTICK)
Up: Accelerate
Down: Brake
Left: Left
Right: Right
Fire: Change gear



RED ALERT

COMPLETE PD GAME
(ST ONLY)
Merton PD

For ST owners, we've got another old favourite in revamped PD form. It's the coin-op classic *Missile Command*. Defend your cities and installations against incoming nukes by lobbing your own anti-missile missiles in their path. Lose all your cities and it's game over. Stop all the missiles before they reach their targets and you're onto the next the next level. Defend either Europe or the good ol' US of A, place silos, cities and laser bases around your continent, then pass your cursor over the enemy subs and into the path of incoming ICBM's. It's hot to trot.



Merton PD Library kindly supplied us with *Red Alert*. If you'd like to find out more about them, send a blank disk and a large sae or 99p to: **Merton Public Domain Library, 10 Grassmere Avenue, Merton Park, London SW19 3DX.** You'll receive their disk catalogue containing a free game, *8-Ball Pool*.

CONTROLS

Mouse controlled. Click on the city, silo and laser base icon in the right panel and, holding down a mouse button, drag them across and place them on your continent. When the onslaught begins, use the mouse cursor and click to launch a missile to the target in question. Your lasers will fire automatically, so place them strategically around yor cities. Good luck, young defender!

COSMO-ROIDS

COMPLETE PD GAME
(AMIGA ONLY)
Seventeen Bit Software

Everyone loves a game of *Asteroids*, don't they? It's a game for which the term 'oldie but goldie' could well have been coined. In this PD version, kindly supplied to us by Seventeen Bit Software, all the magic is back. Rotate, thrust and hyperspace to your heart's content in this colourful rendition of the original coin-op.

CONTROLS

Keyboard or joystick controls. The keys are detailed on the title screen.

DAD

COMLETE PD GAME
(AMIGA ONLY)
Seventeen Bit Software

Yahoo! It's another PD game for your delectation. It may be small, but it's perfectly formed. It's actually a fiendishly addictive little puzzler, all set to give Prof Rubrik a run for his money. Dennis Publishing will not be held liable for any hair you may pull out as a consequence of playing this game.

CONTROLS

Mouse controlled. Shift pieces by clicking on their leading edge

Both DAD and Cosmo-Roids were kindly supplied by Seventeen Bit Software. If you'd like to find out more about them, they can be contacted at: Seventeen Bit, PO Box 97, Wakefield, WF1 1XX.

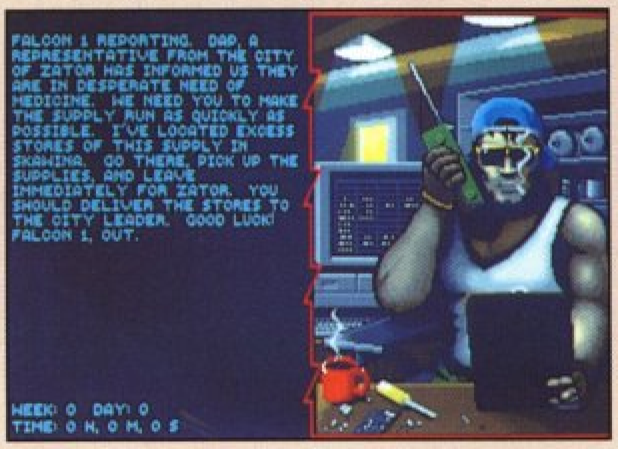
STOP



STORM
SALES CURVE
DOUBLE DRAGON
THE
III
ROSETTA STONE
TRADEWEST
© 1990 Technos Japan Corp. "Double Dragon III The Rosetta Stone"™ is a trademark of Technos Japan Corporation. Licensed from Tradewest Inc. A joint Sales Curve/ Tradewest Publication © 1991. Programmed by The Sales Curve Ltd.
THE TOUGHEST JUST GOT TOUGHER!
From the one armed headbutt to the locking head squeeze-only those with a superior mastery of the fighting arts will survive the toughest challenge yet in Double Dragon III. Equipped with nunchukas, grenades, knuckle dusters and swords your journey will take you through five perilous missions in exotic locations throughout the world.
If you survive the onslaught you'll retain your honour and discover the truth behind the Rosetta Stones. If you fail... you only have yourself to blame.
SCREEN SHOTS FROM C64 & AMIGA VERSIONS
The Sales Curve Ltd, 50 Lombard Road, London, SW11 3SU Tel: (071) 585 3308.
Availability:
Atari ST, Amiga - £25.99
C64, Spectrum & Amstrad Cassette - £11.99
C64 & Amstrad Disk - £15.99
COMING SOON : IBM PC - £35.99

oi!

TWILIGHT 2000



Dig up that Anderson shelter and phone up your Granny – World War Three is here. Empire's moodily-titled newie, *Twilight 2000*, conveniently forgets about recent events and proposes a scenario in which the Warsaw Pact and NATO have once again decided to become enemies, even though one of them no longer exists.

You and your 20-strong posse have survived the initial holocaust, and must embark on a role-playing mission to win allies, gain territory and defeat Jeremy Beadle (probably). You can potter about in military vehicles in glorious 3D. Actions outside the vehicles are shown as overhead views, with all graphics scaled to size. You can alter your own characteristics and those in your command, and have the option of speaking in 34 different languages! Supposedly intelligence, rather than joystick agility will be the key to your success.

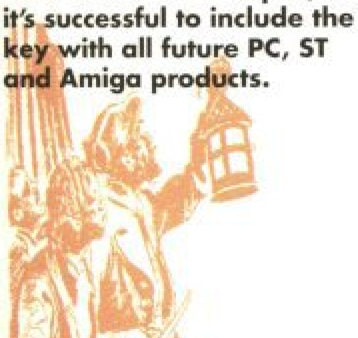
Available now on the PC for £39.99. Futurists on the ST and Amiga will have to wait until early January to join in the post-apocalyptic fun, and should expect to cough up £34.99 for the pleasure.



TWILIGHT 2000

GRABBING PIRATES BY THE DONGLE

***Robocop 3* will be the first title launched by the Manchester-based publisher Ocean to sport a new anti-piracy device. The game comes packaged with a 'security key' or 'dongle' that plugs into a joystick port. Although the game can be copied, without the dongle it won't work. Ocean plans to closely monitor the success of this new venture and hopes, if it's successful to include the key with all future PC, ST and Amiga products.**

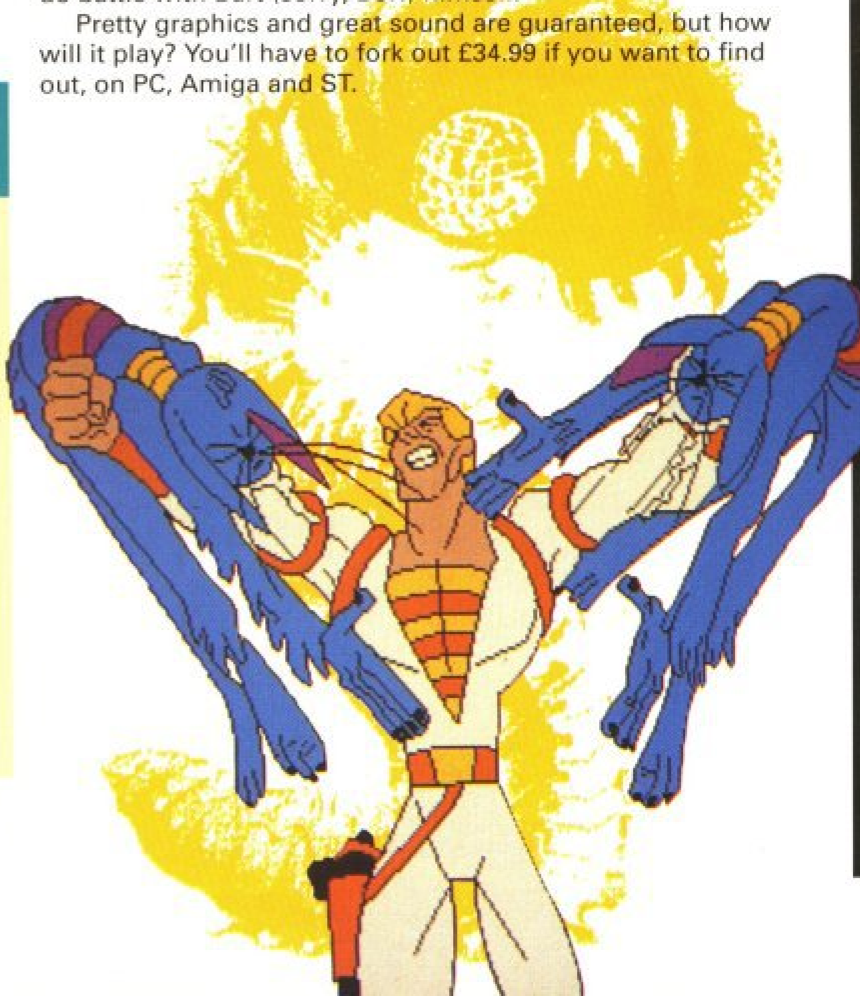


SPACE ACE II

From Ready Soft comes *Space Ace II*. It starts where its predecessor left off – in the spaceship of the evil Commander Barf (sorry, *Borf*). Borf has regressed to a baby, thanks to our hero, Ace. But all is not booties and giggles, 'cos the Goons (not Secombe *et al*, but Borf's henchmen) have given him a second dose of the Infanto Ray, bringing him back to his full age.

You have the unenviable task of leading Ace through battles with the Goons and the rest of Borf's allies until you ultimately do battle with Bart (sorry, *Borf*) himself.

Pretty graphics and great sound are guaranteed, but how will it play? You'll have to fork out £34.99 if you want to find out, on PC, Amiga and ST.



THE TAKING OF BEVERLY HILLS



Supposedly this is based on the film of the same name, though I've certainly never heard of it. Judging by the plot, its probably just as well. You play the role of football star Boomer Hayes in his efforts to thwart the Rodeo Drive (what?) Can you stop the theft of a priceless Botticelli fresco and free Laura from the ruthless billionaire, Masterson? If this sounds like your kind of thang, and you have a PC, you're offered digitised pics and sound from the movie, over 120 different screens and lots more besides. Hopefully *The Taking Of Beverly Hills*, on the Capstone/Accolade label, will be better than their efforts with *Home Alone*, and should be out soon, priced £29.99.

PC

CHART

1. **CIVILIZATION** MicroProse
2. **LEISURE SUIT LARRY 5** Sierra
3. **AIR, LAND, SEA** Electronic Arts
4. **GUNSHIP 2000** MicroProse
5. **F-117A** MicroProse
6. **FLIGHT SIM 4** Sub Logic/Microsoft
7. **LEMMINGS 2** Psygnosis
8. **FLOOR 13** Virgin
9. **WING COMMANDER II** Origin/Mindscape
10. **CASTLE OF DR BRAIN** Dynamix/Sierra

Shipping charts supplied by Virgin Computer Games Shop, Virgin Megastore, Oxford Street, London W1. Tel. (071) 631 1234.

SAMURAI
THE WAY OF THE WARRIOR

秋はロマンチ

Good old Impressions never says die in its bid to pander to the war gamers and strategists of this world. Here's the latest offering – it's called *Samurai – The Way Of The Warrior* and it's set in Japan (surprise, surprise)

You take command on a strategic planning level and also on a man-to-man combat level, using Impressions' 'very popular Minature-style system'. The graphics look very impressive and a tad reminiscent of Cinemaware's *Lords Of The Rising Sun.* With realistic weaponry and accurate costume *Samurai* promises to be a game with a good combat system combined with the joys of Empire building. Expect it to be released on PC and 1 Meg Amigas in April.



A few warriors get down to practicing their Samurai squat-thrusts.

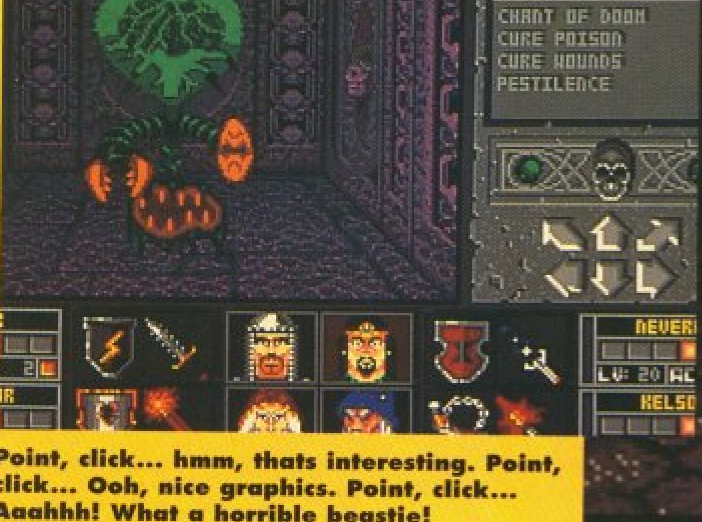
BLACK CRYPT

Oh dear. Supposedly, a long time ago, there were four mighty guardians (snigger), who wielded their mystic powers (chortle) to banish the Dark Lord, Estoroth from the World. Okay, you can guess the rest...

Basically, *Black Crypt* from Electronic Arts is another role-playing game where you are the leader of a trusty band of adventurers who have nothing better to do than follow you to the end of the earth, probably getting killed in the process, and generally getting their bottoms whipped on your behalf.

It's a point-and-click game along the lines of *Dungeon Master* and its ilk. However, this one's been specially written to take advantage of the Amiga only. ST RPG fans will not be catered for.

Screenshots look impressive, so if this is your cup of meat, raid your local software shop in Feb with £25.99 in hand.





Point, click... hmm, thats interesting. Point, click... Ooh, nice graphics. Point, click... Aaahhh! What a horrible beastie!



KID GLOVES II

Now our Kid has not been inactive while he's been away – he's got himself a girlfriend; though with a name like Frida, I don't know why he bothered. Luckily for the Kid, an evil and power-crazed wizard, Wievallard, has kidnapped Frida for his own personal pleasure (oo-er!)

But our Kid, being the love-sick creature that he is, has decided that he, gloves and all, is going to rescue her. Perhaps she's not such a bad girl after all. Let's face it, she can't be if he's prepared to explore six levels, each with four sections, in order to get her back.

With Millenium's promise of bonus rooms and arcade-style sub-games, *Kid Gloves II* looks jolly distracting stuff. Its due out late in January for the Amiga and ST, and will sell for £25.99.

ST CHART

1. **POPULOUS 2** Bullfrog/EA
2. **WWF WRESTLEMANIA** Ocean
3. **ROBOCOD** Millenium
4. **LOTUS 2** Gremlin
5. **DEUTEROS** Activision
6. **MEGA TWINS** US Gold
7. **GAUNTLET** US Gold
8. **HUDSON HAWK** Ocean
9. **TERMINATOR 2** Ocean
10. **SHADOW OF THE BEAST** Psygnosis

Shipping charts supplied by Virgin Computer Games Shop, Virgin Megastore, Oxford Street, London W1. Tel. (071) 631 1234.

SUPER SEYMOUR



It's uncanny how so many companies have become environmentally aware these days. Latest on the 'green' bandwagon are the Code Masters with their new budget game – *Super Seymour Saves The Planet*.

The scenario reads like any other do-gooder game, where the world has been overrun by pollution and toxic waste. From the toxicity the Mutato Heads have emerged, bent on causing further chaos. You, as Super Seymour, must clear up the mess. All sounds very laudable, but will it change the world?

Codemasters have promised huge cartoon graphics blended with fast and furious action. Screenshots look well cutesy, but can your stomach take it? *Super Seymour* should be out any day now on Amiga and ST for £7.99.

AMIGA CHART

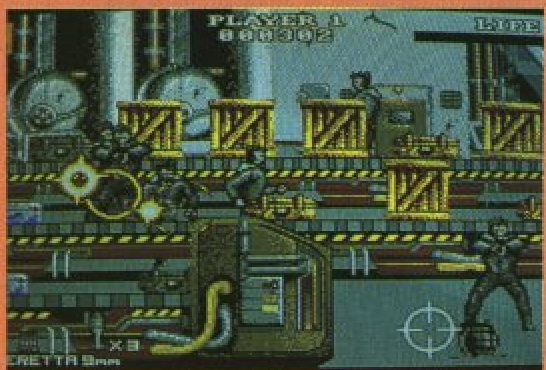
1. **WWF WRESTLEMANIA** Ocean
2. **POPULOUS 2** Bullseye/EA
3. **ROBOCOP 3** Ocean
4. **BIRDS OF PREY** EA
5. **LOTUS 2** Gremlin
6. **FIRST SAMURAI** Vivid Image/Image Works
7. **POWERMONGER DATA DISK** Electronic Arts
8. **MICROPROSE GOLF** MicroProse
9. **HUDSON HAWK** Ocean
10. **TERMINATOR 2** Ocean

Shipping charts supplied by Virgin Computer Games Shop, Virgin Megastore, Oxford Street, London W1. Tel. (071) 631 1234.

DIE HARD DIE LAUGHING

Originally we thought this game simulated the last days of Fatty Arbuckle, but in reality its the game of the film starring Bruce Willis. No doubt most of you have seen the film, but in case you've been in the Middle East for the past few years, I shall recap. Basically, the film plotted the exploits of our main man Bruce as he single-handedly defeated airborne terrorism.

In *Die Hard 2*, the computer incarnation, you play Bruce over five levels of explosive action. Levels include a luggage-hall battle (somebody tried to pinch his duty-frees), a snow-mobile chase and an epic on-the-wing plane struggle. As if this weren't enough, we're also offered a number of sub-games, such as air-traffic control and matching fingerprints. Fortunately the game was not programmed by the now-disbanded West Midlands Serious Crime Squad but by Tiertex, the dudes behind the well-received *Strider* series. Should be out soon on the ST and Amiga, though prices and a release date have yet to be confirmed.



BUCK ROGERS 2



Now, I always thought that Jupiter was a gas giant, composed of helium or something. But I was obviously wrong. Thanks to US Gold and SSI, we can explore Jupiter, and many other implausible places, in *Matrix Cubed*, the sequel to the ZERO-Heroed *Countdown To Doomsday*, both starring that golden boy Buck Rogers. *Matrix Cubed* boasts a bigger universe to explore, and nearly twice as many new and different monsters than its predecessor. Combat aspires to be fast and futuristic – cor!

Matrix Cubed uses an enhanced version of SSI's award-winning *AD&D* system, so it should play pretty well. Owners of *CTD* will be pleased to know that all your characters will be fully transferable.

The only drawback is that the box is so massive, you'll probably have to demolish a couple of walls to get the damn thing in the house!

Should be in the shops now for the PC and Amiga.



ON THE GRAPEVINE

● With **Operation Heavy Metal**, Millenium hope to offer us a future world in which the goal is to crush all opposing forces. The game promises strategy and tactical battle sequences. With three different play modes (Full Campaign, Strategy and Tactical Battle Training), up to five different players and oodles more, it should be a real treat for strategy fans. Expect it to arrive at a software emporium near you sometime in February.

● Hot on the heels of Domark's announcement of a Christopher Columbus game comes a press release from Impressions. The London based strategy label is to release **Discovery, In The Steps Of Columbus,** due in the new year on all formats. Grapevine is definitely not looking forward to the 400th anniversary of the discovery of the potato.

● On the subject of Domark, it has a brand new football management game in the offing.

● Interplay are currently working on a data disk for *Castles*, called **Castles: The Northern Campaign**, and two celebrity licences. There's **Omar Sharif On Bridge** (wooo, how exciting!) and **Buzz Aldrin's Race Into Space**. The smart money appears to be on the latter title – a sort of management game putting you in control of the Russian or American space programme in the early days of the space race. Buzz's debut on PC is scheduled for Spring '92.

● Fans of Euro comic art could well be happy as sand boys shortly. Rumour has it that Delphine is to produce a game based upon the *bande dessiné* of cult comic artist **Moebius**.

● Remember we told you how fab Trade West's **Battle Toads** was on the NES? Then we said the Sales Curve was vying for the licence to produce a home computer version. Well, it transpires now that the *SWIV*sters weren't successful (boo-hoo). But now the good news – rumour has it that Mindscape succeeded where the Sales Curve failed. So hopefully we will still get to see the home micro toadies. Hurrah!

● Sensible Software, the team behind *Mega-Lo-Mania* and *Wizkid* have just signed a deal to continue collaborating with Mirrorsoft. A data disk for *Mega-Lo-Mania* is on the way as well as a wacky strategy game called **Cannon Fodder** and an unnamed football title (set for release to coincide with this summer's European Championships). Last but not least will be **Mega-Lo-Mania II**, the sequel to the successful (oh, we don't really need to tell you it's name, do we?)

LETTERS

Biting criticism, startling insights and incredibly witty replies. If that's what you want, you'd better look elsewhere. This is what you write, this is what you get...

YAK YAK, MOAN MOAN

Is it really necessary to have comic overtones in everything you print? Ever since I subscribed 10 months ago, you seem to have become a poor man's computer version of *Viz*. There's nothing wrong with a bit of humour, but ZERO is saturated in it. The Letters page is a prime example – nothing but letters about unimportant and childish issues, invariably having nothing to do with computers (something which is reflected throughout the entire magazine). ZERO is a laughing stock. No doubt you'll print some 'highly entertaining' comment about my sexuality, or maybe about how you're going to send a Pit Bull round to my house. Ha, ha. How incredibly amusing.
Jonathan Day, Gosport, Hants.

Oh shut up, you whining gitbag. **Ed.**

SLIPPED THROUGH THE NET

During the last couple of issues, I've noticed that the competitions have to be entered by telephone... I think you should change back to the normal method of post. I'm sure many people share my view, because people who do not have a telephone miss out on the chance of winning the fabulous prizes on offer.
Imran Saleem, Motherwell, Lanarkshire.

Yes, fair enough, but only about 13 households in the entire country don't *own a telephone.* **Ed.**

A QUESTION OF NUMBERS

On page 35 of the November issue, in the feature on Virtual Reality, there were six photographs of animals, which you'd obviously made out of Lego. Who was responsible? I'll admit the first three were okay, but the last three were totally crap. A baboon? A tarantula? An elephant? Don't make me laugh.
Lord Baz, Wirral, Merseyside.

Come now, come now. They were made by art chick Catherine, and we thought they were all extremely good, er... apart from the spider. **Ed.**

SEX-HUNGRY LOBSTER

Yes, us girlies do own Amigas. And some of us can actually read and write too. As for putting my name in some freako lonely hearts column... on yer bike, pal! For one, I'm not lonely. For the other, I'm heartless (or so I've been told).

I was going to tell you I'm stuck in *Cruise For A Corpse*, but you went and printed the *whole* *&%$£@*&% solution – I had to give that copy of the mag to a friend to stop me cheating my way through the game.

Oh, how about running a Crustaceans A-Courting competition, because my pet lobster took a liking to my red joystick. (Mind you, he may have been hungry, one doesn't like to inspect too closely into a lobster's private life.) *(I think this girl's a bit mad. Ed.)* Anyway, I expect my lobster will end up on toast one hungry night when I get back from the pub. If you give me something I'll send in a piccie of me in my undies.
Loads of love,
Lisa Kerr, Eastney, Portsmouth.
PS. This isn't over-friendly, is it?

No, no, of course it's not over-friendly. People offer to send us pictures of themselves virtually naked almost every day – we're getting quite blasé about it, to tell the truth. (Er, but send the piccie anyway, eh?) **Ed.**

WHO'S THAT PONCE?

It's me again – Lord Baz. Er, who on earth was the geek on the front cover of issue 26 with the queeny hat and the 'queery' beard? And why was he wearing a table-cloth over his Marks And Spencer jumper?
Lord 'Fashion Critic' Baz, Wirral, Merseyside.

That's no way to talk about God. **Ed.**

SPOOK, SPOOK, SPOOK

This paper has been sent to you for good luck. The original is in New England. It has been around the world. *(A bit like Lisa Stansfield in the search for 'her baby', then. Ed.)* The luck has been sent to you. You will receive good luck within four days of receiving this letter. Provided, in turn, you send it on. This is no joke. You will receive good luck in the mail. Send no money. Send copies to people you think need luck. Do not send money, as faith has no price. Do not keep this letter. It must leave your hands within 96 hours. An RAF officer received $470,000. Joe Elliot recieved $40,000, but lost it because he broke the chain. While in the Philippines, George Welch lost his wife 51 days after receiving this letter. This happened because he failed to circulate the letter. However, before his wife died he received $7,755,000. *(A fair deal. What's he complaining about? Ed.)* Send out 20 copies of this letter and see what happens in four days. The chain comes from Venezuela and was written by Anthony De Gou, a missionary from South America. Since this copy must tour the world you must make 20 copies and send them to friends and associates. After a few days, you will get a surprise...
St Jude.

Yes, a bank statement reminding me I've totally wasted £4.80 on postage stamps. **Ed.**
Um, I think you'd better do as St Jude commands. **A Gullible Old Person.**

A VIEWER WRITES...

I was there. Yes, I saw you, David Wilson, on the weekday magazine programme *This Morning*. "Hark," I hear some disbelievers say, "what's *This Morning*?" Well, if you happen to watch television at 10.40am, you will know what I'm on about. David, you are now 'a star'.
Paul 'Neddy The Bin' Murzell, Basingstoke, Hants.

Yes, God bless me! I'm a blinking toff and no mistake. By the way, Richard Madely and Judy Finnegan bicker constantly when the cameras aren't rolling. And did you notice how Judy wouldn't let me get a word in edgeways when they did the computer item? She kept on interrupting, just so Richard could drop in some boring anecdotes about their poxy kids. (Oh, and before I 'went on', I had to sit in the hospitality room with The Osmonds for half an hour. It was the worst thing that's ever happened to me in my entire life.) **Ed.**

RUGBY BALLS

In the December issue of your usually exquisitely edited and brilliant mag, some dork put a picture of a Rugby League player in the review of a game which, judging by your reviewer's hilarious and accurate descriptions and remarks, was a rugby UNION game. Us Union guys are pretty damned picky about our game, and we expect an apology. If you do not adhere to this request, I shall send Jim 'I'll Chew Your Ear Off' Smith to dive on your lobes.
Eddie Sharpin, Guildford, Surrey.

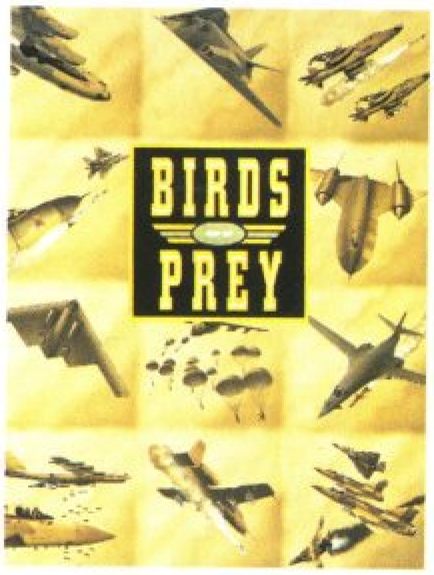
Rugby Union, Rugby League, Australian Rules Football... what's the difference? Maybe you could write in and explain. And while we on the subject of rugby, how come Paul Robinson from Neighbours *is captain of the England side? He calls himself Will Carling, but he's not fooling me, not for a second.* **Ed.**

WRITE TO THE ED, ZERO, 14 RATHBONE PLACE, LONDON, W1P 1DE.
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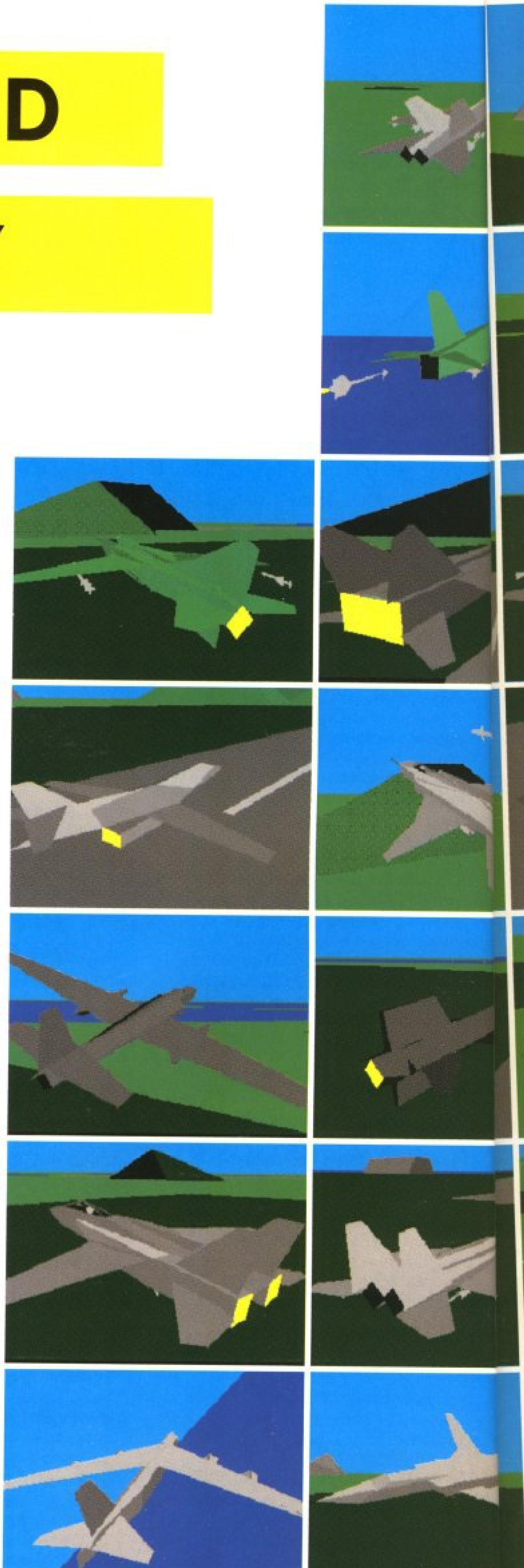
And whichever mission you choose, you'll find yourself flying into a real-world environment of continuous action taking place on land and sea.

Before you take off however, you must plot the positions of your enemies and conjure up strategies to destroy them. Then you arm your aircraft from a bewildering array of hi-tech weaponry.

Once in the air, complex mathematics calculate the maximum limits your choice of aircraft could realistically attain, given it's weight, payload and aerodynamics.

Four years in the making, Argonaut Software have devised what Jez San describes as "the most realistic and dynamic world ever created".

Take off.



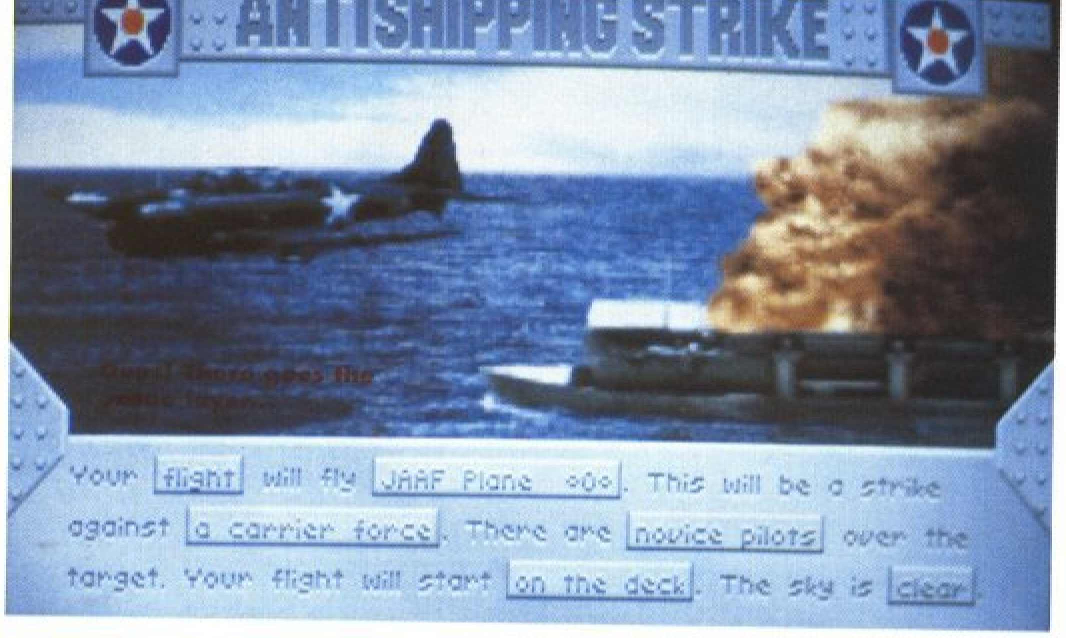
ARGONAUT Software Ltd.

Available late December for Amiga with 1 MB reg.



UNDER WRAPS

ACES OF THE PACIFIC



How do you preview *Aces Of The Pacific* from Dynamix when all you've got are the front and end screens? Phone Dynamix in America, ask them some questions and make a lot of educated guesses based on the company's previous games. Help *Duncan MacDonald* to do just that.



QUESTION ONE: No prizes for guessing that this is the Main Menu because it says so, doesn't it? What we want you to do is tell us what the rather neat digitised background picture tells you about the game...

A Well it's some kind of weird space-age building isn't it, so the game must be set in the future. It'll be an inter-planetary shoot'em up, I'll be bound.

B Is that a car? It could be a car, couldn't it... one of those massive 50's American cars or something. Are we talking about a driving simulation? Ace highway cruising in the Pacific?

C It's an aircraft carrier, obviously. And as the game's called *Aces Of The Pacific,* it doesn't take a genius to work out that this is a WWII sim which will feature carrier landings, amongst other things.

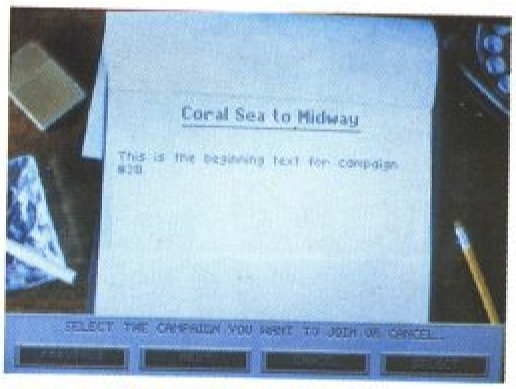
QUESTION TWO: Here's a Weather Briefing screen which tells you about the climactic conditions you'll be likely to encounter in your forthcoming mission. As you can see, it's going to be 'really icky'. But what does this mean? What type of weather would you be expecting?



A Well, I'd be sure to pack my Ambré Solaire and a picnic hamper – and hopefully I'd be allowed to take a plane with a sun-roof, because it's going to be a sunny, sunny day. Yee-ha!

B A hurricane is on the cards, I'll be bound... although they call them typhoons or something in the Pacific Island regions, don't they?

C It's not going to be nice, that's for sure. I reckon we're in for low cloud cover and we'll probably hit a bit of turbulence along the way.



QUESTION THREE: This screen would allow you to pick which area you wanted to be stationed in (if the game had been finished). We've plumped for the Coral Sea to Midway area anyway. The question is, what would we have to do next if this was for real and the game was up and running?

A I'm not sure. I still don't know which side you're on or which plane you've chosen. Anything could happen. This isn't a trick question is it?

B If you're with the US Navy, then I reckon you've got to get up in the air and kill some Japs as quickly and as violently as possible. (And sink some of their ships as well.)

C I expect you've got to fly from the Coral Sea to Midway and then commit suicide in a kamikaze attack or something. Didn't the Japs do that?

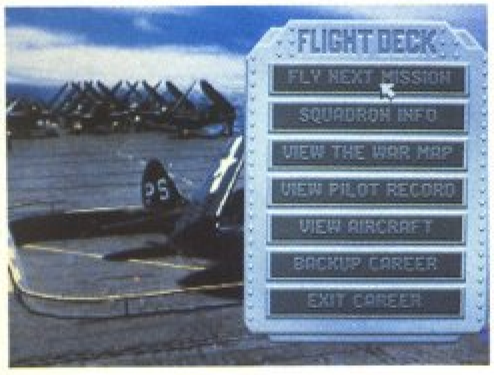


QUESTION FOUR: This is part of the map screen. Just part of it. Big, isn't it? But the question has nothing to do with that, all we want to know is why it says The Pacific Theater at the top?

A Well, you keep saying that this game isn't finished yet, so I reckon it's a typing error which nobody at Dynamix has noticed yet. Let's face it, they're bound to change it before the completion date.

B I'm not too sure about the Theater bit, but I bet you anything you like that those two little arrows scroll the map across the screen. It *is* a big area, isn't it? You were right on that score.

C It's those bloody Americans and their inability to spell things properly*(Xenophobic? Us? Ed.)* They're always at it. Theater, color, vigor... the list of offences is endless. (And it'll all start happening over here eventually, thanks to *Sesame Street*.)

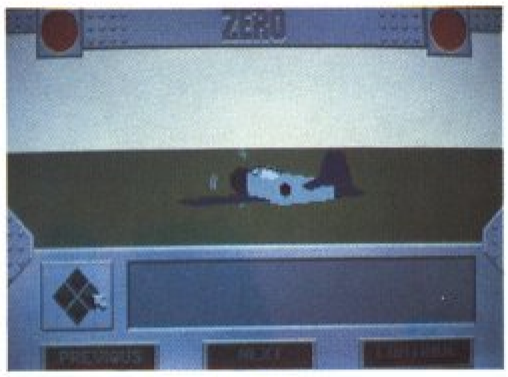


QUESTION FIVE: Here's another option screen – the Flight Deck, to be precise. It's getting very near to take-off time. And here's a simple question for you: how excited would you be at this moment if you were playing the finished game?

A I'd be extremely excited. Yes, very excited indeed. But can you click on the View Aircraft option please? I still don't know what planes are up for grabs.

B I'd be unbelievably excited. Mind you, coming in to land would be even more splendid, especially if you'd had a wheel shot off in combat. What's in the View Aircraft bit, by the way?

C I'd be well nervous if I was on the Jap side. Torpedoing ships would be fine, but as for kamikaze bit, I dunno.



QUESTION SIX: Here's the View Aircraft screen, but there are only two in it at the moment. (Oh, and two aircraft carriers as well, for some weird reason.) The plane you *can* see is the Japanese ZERO, obviously, but what do you think the other one is, the one you *can't* see?

A Uhhh... is it a Hawker Harrier? Or is that a bit too modern? I never was much good with aeroplanes. (Or history, come to that.)

B How on earth could I possibly guess? I honestly haven't got the foggiest idea, I really haven't. How on earth am I supposed to know? Tell me, please.

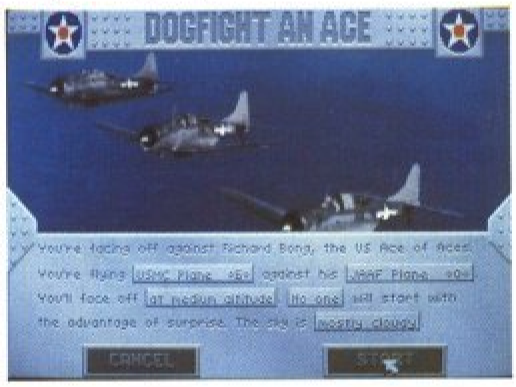
C It'll be the F4U Corsair I expect, and when the game's finished I think there'll be 30 planes in all, and you'll be able to fly 20 of them. It's only a guess, mind you, but here are some of the American planes I've put my money on: the P-38 Lightning, P-39 Airacobra, P-40 Warhawk, the Thunderbolt, the Mustang, the Wildcat, the Hellcat, the Dauntless, the Helldiver, the Devastator and the Avenger. For the Japanese, I reckon you'll be able to take up the A5M Claude, the N1K1 George, Ki-27 Nate, Ki-43 Oscar, Ki-61 Tony, Ki-45 Nick, Ki-84 Frank, Ki-100, D3A2 Val, D4Y2 Judy, B5N Kate and the B6N2 Jill. But like I said, it's only a guess.

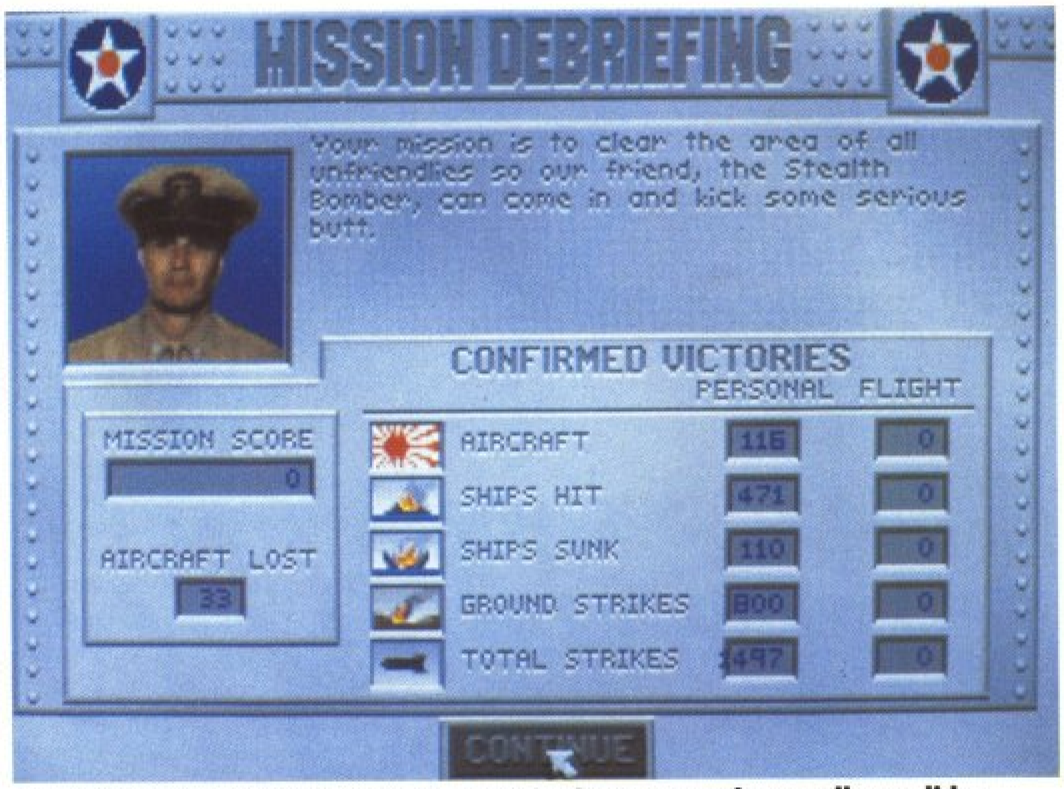
QUESTION SEVEN: The American bloke from Dynamix said this on the telephone: "*Aces* is going to be like *Red Baron* but even better, with a wealth of options that you wouldn't believe. As well as the massive ongoing war career, you can take part in numerous 'quickies' including dogfighting famous aces or entire squadrons, escorting or intercepting bombers, sinking ships or attacking land bases. And so much more. It's too massive for words, dude, and you'll really have to see it to appreciate what I'm saying." So, do you reckon he's telling fibs or what?

A Yeah, he does sound like a bit of a bull artist to me.

B I don't like to guess about these things really. (I lost loads of money on a horse once.) I think I'll wait and see.

C Yeah, I'll go along with the Yank geezer – *Red Baron* was fantastic, and the Dynamix posse must have learnt heaps since then. I reckon *Aces Of The Pacific* will be the better even than *Chuck Yeager*. It's going to be amazing.





Mission Debriefing: turn this page upside-down to see how well you did...

WHAT'S WHAT

TITLE	Aces Of The Pacific
PUBLISHER	Dynamix
FORMAT	PC/Amiga
PRICE	£39.99/£34.99
RELEASED	March/April

ANSWERS

So how did you rate? Here's what you should have said...

1. C, 2. C, 3. A, 4. C, 5. A, B and C, 6. C, 7. C... (Well we'd put quite a few quid on it, anyway).

STOP

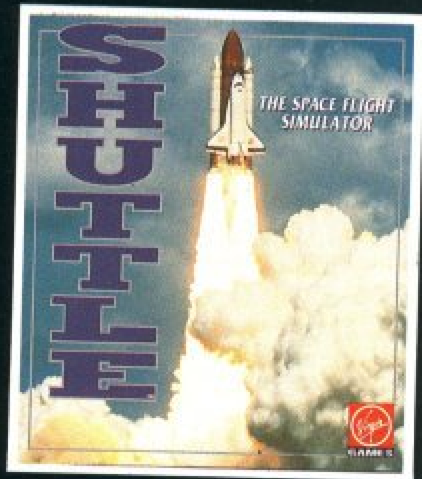
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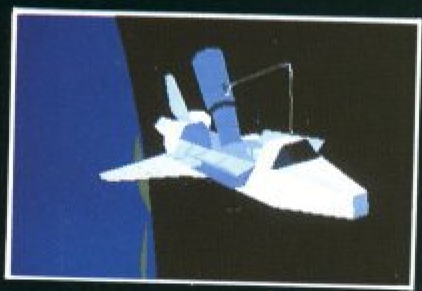
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ZERO reviews

CRITICS' CORNER

American Gladiators – it's crap, but it's brill. Have you seen it? You must have done, unless you're a hard-core night raver or an early-to-bed noncey pants – it's on in most ITV regions late every Friday night. Anyway, in case you haven't seen it, here's a brief synopsis. A team of all-American iron-pumpers, dressed in superhero costumes and called things like Ice and Blaze, take on members of the general public. The contests are of a physical nature and basically end with the members of the public getting knocked down. This month, our fearless critics are the 'contestants'...



David Wilson: David's event is 'The Joust', and his American Gladiator opponent is Gemini. Gemini has to knock David off 'platform one' by hitting him with a large pole. David has to knock Gemini off 'platform two' by doing likewise... so over to the slightly pervy commentators, Chuck and Chuck: "That Gemini surely is a force to be reckoned with, huh Chuck?" "Ain't he just, Chuck – Dave's looking mighty nervous up there." "I agree, Chuck. Gemini's one superbly-built adversary." "Hey, Dave's going for it, Chuck." "Yup, he sure is. Way to go, dude." "Oh, Gemini's knocked him onto the floor, Chuck." "Well, waddyaknow?"



Amaya Lopez: Amaya's female American Gladiator opponent is Lace, and the event is 'The Sphere'. (Both girls are enclosed in metal spheres – Amaya has to steer hers into small 'dishes', while Lace has to stop her.) Over to Chuck and Chuck, who are as excitable as ever: "Wow, Chuck, will you take a look at that..." "Yuh, I kinda thought so, Chuck, Amaya's got true grit." "Yeah, Lace may have her work cut out here." "I dunno, Chuck, Amaya ain't covering much ground." "But she's goin' for it, Chuck." "Yeah, but her Sphere ain't moving, Chuck." "You're right, Chuck. It looks like another win for Lace." "Sure does, Chuck."



Patrick McCarthy: Patrick's drawn Turbo in the event called 'The Cliff'. After a head-start, he has to scale a 60ft wall before Turbo catches up and pulls him down. Chuck and Chuck are wetting their pants. "Gee, Turbo's climbing like a demon, Chuck, I reckon he could scale Everest in an hour." "Yeah, Chuck – he's a bronzed mountain god, and he's gaining on Patrick already." "Whooo! Patrick just kicked Turbo in the head, Chuck." "He must have slipped, Chuck – those hand-holds are hard to grasp." "No. He did it again, Chuck." "Turbo's grabbed him an' slammed him to the floor, Chuck." "Hur, hur. That Turbo, Chuck – he's beautiful."



Michael Horsham: It's the Gladiators' 'Charge And Wrassle' event. Mike has to charge past Steel without being knocked over. Then he has to wrassle with Blade without getting hurled from the tiny ring. Chuck and Chuck aren't convinced he'll manage it: "Steel's bigger 'n a truck, eh Chuck?" "He sure is, Chuck – an' twice as fast." "He's put Mike down already, Chuck, would you credit that?" "Whoah! Way t'go, Steel! Now it's all up to Blade." "Blade's even bigger 'n Steel, Chuck – he only just fits in the ring." "Yup, he sure is a size, Chuck – all bone an' muscle an' glistenin' skin an'..." "Mike's down Chuck!" "I'm not surprised, Chuck. Phew!"



Richard James: It's the American Gladiators 'Basketball' game. There are five baskets and Richard has to deposit balls in as many of them as possible. This would be easy, but for one thing – Laser is running around. Chuck and Chuck are freaking out again... "Yo! Laser's so hunky, Chuck." "Yeah, with biceps like that, who needs the planet Mars, huh?" "Hur, hur. You're right, Chuck. He's enormously impressive. A shining deity." "You could rub oil over his chest, Chuck." "Yeah, and you could... Yo! Get a load of that..." "Richard's down, Chuck, and he ain't gittin' up again." "He's been hit by a lovely Laser, Chuck." "Hur, hur, hur."



Macca McCandless: The penultimate event – the 'Shooting Gallery'. Steel is high up at the far end of the studio, armed with a high-velocity tennis-ball gun. Macca has to make it from one end of the studio to the other, using any cover he can find. Over to the 'chaps': "Steel's a dead-eye dick, Chuck." "Yup, just as well for Macca he's hidden from Steel's view." "Whoah! Macca's pulled out a machine gun, Chuck." "So what, Chuck? A Gladiator's gorgeous hide is thick enough to withstand mere bullets." "I'm not so sure, Chuck – Steel's just collapsed in a pool of blood." "Damn! The poor darling. Chalk one up to the Limeys, Chuck."



Duncan MacDonald: The final event: a fiendish obstacle course, culminating in a struggle with one of three Gladiators. But Duncan's overslept again and is safely tucked up in bed, dreaming of Blu-Tac... "Well, it's just the Gladiators then, Chuck." "Yuh – Turbo, Gemini and Blade, all on their own." "Look at their muscles, Chuck." "Yeah, Chuck – I am, I am." "They're warriors, Chuck." "They sure are, Chuck, and as an ex-pro footballer, I've spent a lot of time in showers with guys like this." "You lucky cow, Chuck." *(Are these blokes gay or what? A Reader.) (Tune into the real* American Gladiators *and decide for yourself. Ed.)*

WHAT'S WHAT

How do you get to grips with our user-friendly scoring system? Simple – just read the blurb below.

GRAPHICS 75	ADDICTIVENESS 87	OVERALL 75
SOUND 40	EXECUTION 80	

Games are marked out of 100 on on four criteria; **Graphics, Sound, Addictiveness** and **Execution**. The first three are fairly self-explanatory but Execution may need a bit of illumination. Is there anything amazing about the scrolling for instance? Are all the sections of the game neatly tied together, showing a lot of care and thought on the part of the programmers? If so **Execution** will score well here. If you can't be bothered with all that then the **Overall Mark** gives you an at a glance summary. Now if we've said it once we've said it a thousand times... this mark is not an average of the other scores. Got that?

A game scoring 90 or above in the non-average Overall Mark department gets the much sought after **ZERO HERO** award (which is a flash way of saying 'buy it'.) Separate from the other scores (but not unconnected to them) is the **HASSLE FACTOR**. Are there 400 disk changes every pico second? Do you have to go through a boring title sequence before restarting? Things like that score here and they're marked out of 10.

Each review also contains a **WHAT'S WHAT** box which is basically a box which tells you... er what's what in relation to price format and release date.

Well that's that for the main reviews but let's not forget the others. Firstly there's the section called **SHORTS** which is just that: short. It's a column devoted to a sprint through the best of the rest. Then there's the **DÉJÀ VU** section. Here you'll get reviews of new releases which aren't actually new at all (because they're already available on other formats). The **PRICE IS RIGHT** section is where you'll find the budget games reviewed. They only get an overall score because they're um... well rather cheap actually.

MONKEY ISLAND 2

LECHUCK'S REVENGE

After the wondrous *Secret Of Monkey Island*, *Amaya Lopez* thought she'd "seen it, been there, done it." Could a sequel possibly excel the fabness of the original? And would she be the one to tell the most evil pirate in town to chuck off? Read on to find out.



At last it's here – *Monkey Island 2* has arrived to relate the new adventures of the pirate we all love to hate: el wimpo himself, Guybrush Threepwood. Now be honest, you were under the impression that Guybrush had finished off the evil Pirate LeChuck once and for all in *Monkey Island 1*. But let's face it an agitated bottle of root beer is hardly going to wipe out the most heinous swashbuckler in town.

So we were robbed – but it's been a rather beneficial experience. With LeChuck's resurgence comes a new, bigger game, with more islands and characters, more animation, an enhanced sound system and more 'jokes'.

You play Guybrush Threepwood, who's now in a bit of a bad way. He has lost all he fought for – his fame, fortune and, hardly surprisingly, his 'dame'. The game begins on Scabb Island, a would-be pirate haven, were it not for the fact that loathsome Largo Le Grande, Scabb's answer to Captain Hook, has taken over and forbidden anyone to set sail. Guybrush's interminable recounting of his 'How I killed LeChuck' story is, funnily enough, wearing a bit thin with the locals. Not only that, but he's recently heard about the mysterious treasure of Big Whoop. With his pirate pants in a twist, Guybrush decides to embark on a new adventure. However, his first problem is actually leaving Scabb Island. He'll first have to deal with Largo, then find himself a ship and learn as much about Big Whoop as a poncey pirate can.

The action begins in Woodtick, the only village on Scabb. You can visit Woody The Carpenter, Wally The Cartographer, The Bloody Lip barge, where you can blag yourself a job, and a ship where you can come face to face with Mr Largo himself (eek).

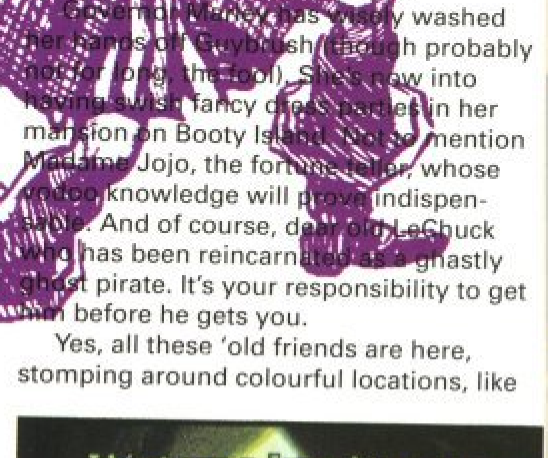
Characters from the original game have been neatly woven into the new plot and make a welcome reappearance. The three pirates of low moral fibre are there, but they seem to spend most of their time asleep. Stan, who used to run a used ship business, has graduated to undertaker with a natty line in used coffins.

Governor Marley has wisely washed her hands off Guybrush (though probably not for long, the fool). She's now into having swish fancy dress parties in her mansion on Booty Island. Not to mention Madame Jojo, the fortune teller, whose voodoo knowledge will prove indispensable. And of course, dear old LeChuck who has been reincarnated as a ghastly ghost pirate. It's your responsibility to get him before he gets you.

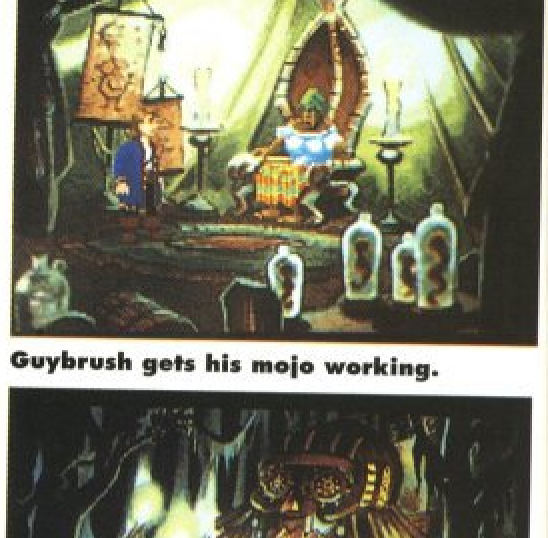
Yes, all these 'old friends are here, stomping around colourful locations, like



Hurrah! It's the return of our old favourites – the men of low moral fibre.



Guybrush gets his mojo working.



It's the coffin they carry you off in.

SLAND 2

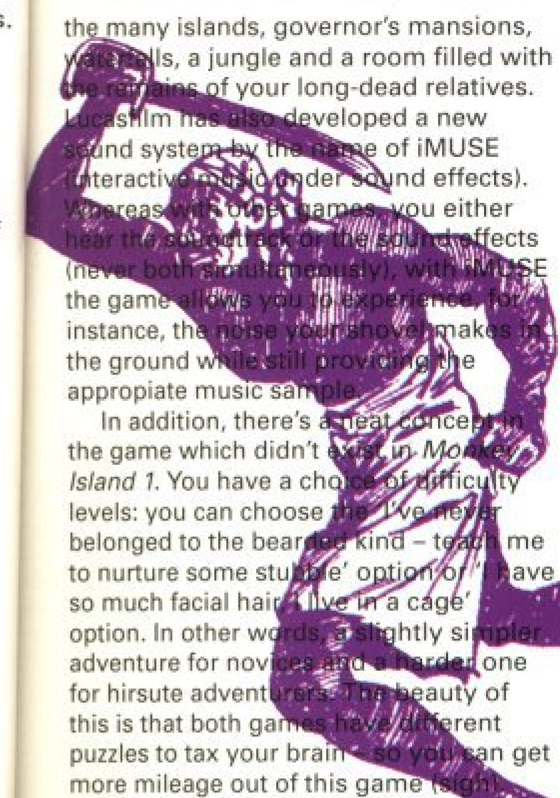
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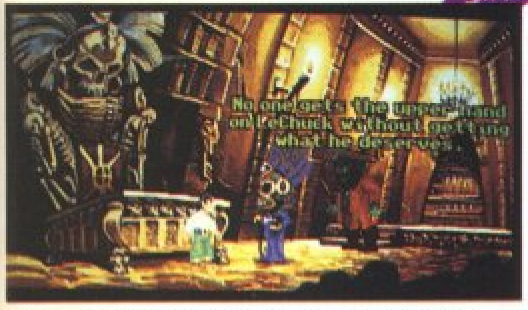
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the many islands, governor's mansions, waterfalls, a jungle and a room filled with the remains of your long-dead relatives. Lucasfilm has also developed a new sound system by the name of iMUSE (interactive music under sound effects). Whereas with other games, you either hear the soundtrack or the sound effects (never both simultaneously), with iMUSE the game allows you to experience, for instance, the noise your shovel makes in the ground while still providing the appropiate music sample.

In addition, there's a neat concept in the game which didn't exist in *Monkey Island 1*. You have a choice of difficulty levels: you can choose the 'I've never belonged to the bearded kind – teach me to nurture some stubble' option or 'I have so much facial hair I live in a cage' option. In other words, a slightly simpler adventure for novices and a harder one for hirsute adventurers. The beauty of this is that both games have different puzzles to tax your brain – so you can get more mileage out of this game (sigh).



'Voodoo you do' with LeChuck and co.

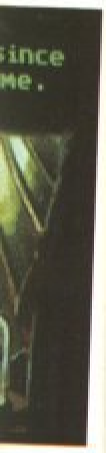
MONKEYING AROUND...

Right, what about that control system then? For those of you poor souls who haven't played *Monkey Island*, *Loom* or *Indiana Jones – The Graphic Adventure* games, here's a quick run-down. *Monkey Island 2* is mouse-controlled. There's no laborious typing in of words – possible questions you can ask Guybrush appear at the bottom of the screen. You click on the question or response you want with the left mouse button, they appear on the action screen, and the characters will answer you accordingly.

Your inventory of objects you have collected is shown in the bottom right-hand corner of the screen. A new feature is that your inventory contains colourful pictures of the objects, rather than a long list of words. In the bottom left-hand corner of the screen are your verbs. If you want Guybrush to walk into a swamp (and drown), you click on "Walk", then click on the area you want him to move to. Alternatively, if you'd like Guybrush to use heated rollers, you'd click on "Use" followed by a click on the "Heated Rollers" pic. Simple, huh? Okay, now we're sorted, onto the game proper.

Yeah man. This is Captain Dread. If you ask him nicely he'll give you a copy of his map. Now you can click on the island you want to visit and the Jolly Rasta will weave its erratic course there. Soon come, mon.







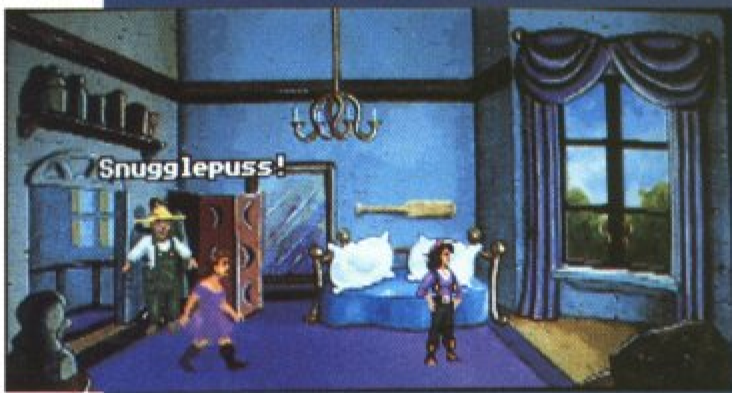
THE CASTAWAYS

SOMETHING OLD

GUYBRUSH THREEPWOOD: Yup, he's back boring the pants off everyone with his old tale of how he killed LeChuck. Sadly, he looks like a cross between Paul Nicholas and Adam Ant. Guybrush used to have a thang with Governor Elaine Marley, but she chucked him (wise girl).

LECHUCK: Hurrah! LeChuck's been ressurrected to counteract Guybrush's blandness. As a fully-fledged ghost pirate he can peg-leg it all over the shop and still catch up with Guybrush in time to give him the electrical zapping treatment. Just think how fab *Rent-A-Ghost* could have been if it had starred LeChuck instead of crap Mr Claypole.

ELAINE MARLEY: Every pirate's ideal chick. Smart, sophisticated and rich. Elaine, it has to be said, is a bit of a raver. She likes throwing wild parties and is soon to release a rapping single with MC Hammer. But will she be fool enough to abandon her forthcoming singing career to 'get it on' again with Guybrush? (We fear so.)



SOMETHING NEW

LARGO LAGRANDE: Scabb's dwarfish dictator and LeChuck's right hand man. A bit of a snivelling slime bucket, Largo will do anything to keep in with his hero. If your mum thinks your bedroom's a pit, console her with a quick gander at Largo's. However, he does gob a meaner ball of spit than our own dear Roy Hattersley.

CAPTAIN DREAD: The only dude in the game, he has his own ship, The Jolly Rasta, which sails in full reggae stereo. He also has the smartest hair in the game – a full set of dreads. Like London cabbies, Mr Dread's not averse to taking the most circuitious route to an island. He also markets a tasty line in Caribbean fish fingers.

SOMETHING BURIED

Monkey Island 2 has a macabre fascination with buried things. It may be the tomb of Largo's grandfather or some unsavoury coffins. Then again it could also be the oo-erish sounding treasure of Big Whoop. Or it could always be those suspenders Guybrush hid in the jungle.

SOMETHING BLUE

If this was a French game, there would no doubt be a plethora of topless 17th century wenches. Or a Linda Lusardi outfit to hire from the fancy dress shop. Or a sex-change surgery for Guy... *(Snip. That's quite enough of that. Ed.)*

WHAT'S WHAT

TITLE	Monkey Island II: LeChuck's Revenge
PUBLISHER	Lucasfilm/US Gold
FORMAT	PC/Amiga/ST
PRICE	Tba
RELEASED	End of December/ February/Tba

10 HANDY PIRATING TIPS

1 Make sure you have a very silly name. Jeremy Buttockhead or Hugo Porkbreath would do nicely.

2 Always have a pretty dress at your disposal – you never know just when that party invite will turn up.

3 Have no respect for the dead – a good poke in a cemetary never did anyone any harm (oo-er).



4 Don't be squeamish – handling the odd gob of spit is all in a day's work.

5 Remember – a cartographer's talents are not far removed from those of a three-toed sloath.



6 Slushy, pukey lurve talk can work a treat with pirate chicks.

7 Undertakers may be more cryptic than you first realised.

8 Don't forget – pirate's best friend is his parrot.

9 A pirate's fave pop star is The King (or Steve Strange).

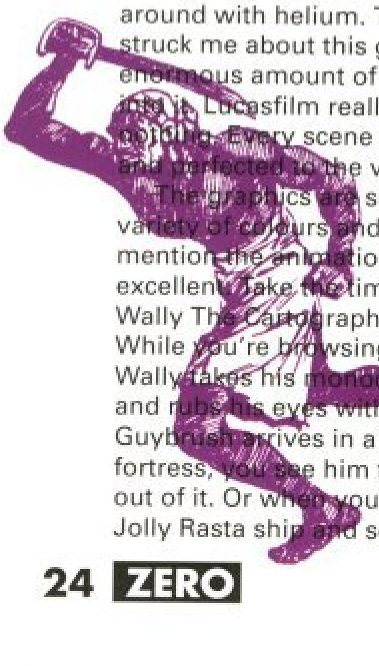
10 A pirate's fave TV show is *Little House On The Prairie.*

PC

ZERO HERO

Amaya: Well, where do I begin? (Sigh) *Monkey Island 2* is just... (sigh). ... I'm completely speechless... (sigh). *(Well you'd better think of something to say or this'll be the shortest review in history. Ed.)* Okay. I haven't been so completely owerawed since I went to see Haley Mills in *Peter Pan* at the London Palladium at the tender age of five. The game promptly arrived in the office and nothing could entice me away from it. Not a gourmet meal at the Ritz, not a huge wad of 50 pound notes, not even a date with Keanu Reaves. I wanted to be its best friend, I couldn't bear to be parted from it, I wanted to spend the night with it. *(Blimey. Ed.)*

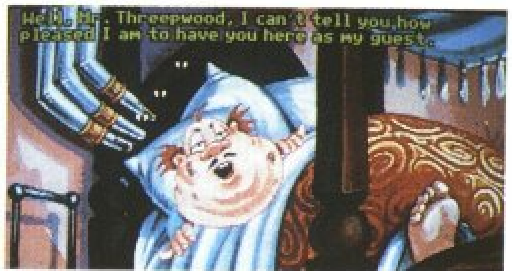
And spend the night with it I did. Ah, what fun we had. Finding the different map pieces, going off to Inky Island, flirting with Elaine (hem, hem), messing around with helium. The first thing that struck me about this game is the enormous amount of work that's gone into it. Lucasfilm really has scrimped on nothing. Every scene has been tweaked and perfected to the very last tee.



The graphics are superb: a beautiful variety of colours and scenery, not to mention the animation, which is excellent. Take the time you spend with Wally The Cartographer, for example. While you're browsing through his shop, Wally takes his monocle out of his eye and rubs his eyes with his hands. When Guybrush arrives in a box at LeChuck's fortress, you see him tenuously peeping out of it. Or when you climb aboard the Jolly Rasta ship and set sail, the waves swish around the ship. There are so many neat touches that it would probably take up the whole mag to describe them. Plus I don't want to spoil the surprises. And boy are there surprises. Once you think you're progressing well, you may well suddenly come to a halt in the proceedings.



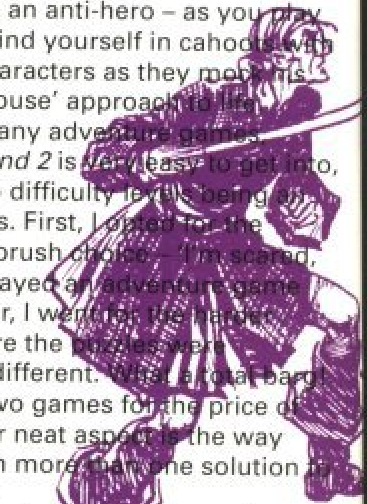
The Mayor of Phatt Island demonstrates...



...the patented 'Bedrobics' diet.

Monkey Island 2 is incredibly imaginative, so don't be afraid to try your hand at the weirdest of combinations.

The storyline is inventive and frighteningly addictive. Once you begin, you'll find it very hard to tear yourself away. Lucasfilm has opted for a non-linear plot and this, combined with film-like cutaways which inform you of events happening in other places (notably LeChuck's evil doings), makes the action enthralling. In addition, Guybrush is an anti-hero – as you play him, you'll find yourself in cahoots with the other characters as they mock his 'big girl's blouse' approach to life.



Unlike many adventure games, *Monkey Island 2* is very easy to get into, with the two difficulty levels being an added bonus. First, I opted for the natural Guybrush choice – 'I'm scared, I've never played an adventure game before'. Later, I went for the harder option, where the puzzles were completely different. What a total barg! It's almost two games for the price of one. Another neat aspect is the way there is often more than one solution to each puzzle.

Both the animation and sound are improvements over the original. Lucasfilm's iMUSE sound system is superb. For instance, when Guybrush is rowing through the swamp, you're treated to both paddling noises and spooky music. The soundtrack and different noises are wonderfully varied. Reggae tunes for your travels on The Jolly Rasta, party music at Elaine Marley's bash (which made me feel all 'disco-ey' – I had to leap out of my chair and gyrate around the PC). Every piece of music and every noise sample has been carefully thought-out and attended to (sigh).

I often worry about sequels living up to the reputation of the original game. With *Monkey Island 2*, there are no such worries –it takes the original and runs circles around it. Basically, *Monkey Island 2* is stunningly smart (sigh).

STOP

GRAPHICS	91	ADDICTIVENESS	92	OVERALL 95
SOUND	90	EXECUTION	92	



Elvira II: The Jaws of Cerberus

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OF GOTHIC HORROR

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Screen Shots from the Atari ST and Amiga

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REALMS

"Blimey, *Populous 12*," said *Duncan MacDonald*, as *Realms*, the new God sim from Virgin Games, loaded into the Amiga. He was wrong, of course. (Sort of.)

In a fit of rage, the heir raised his fist to the skies, swearing vengeance. His mind in turmoil, he appealed to the Nordic gods for justice. As if in answer to his cry, the growing storm clouds replied with a deafening clash of thunder. Blinded by grief, the heir failed to notice the clouds billow and gradually change their shape to the form of the great god Wotan.

The heir stared in awe as a bolt of pure force, silenced by its speed, hurtled towards him. A billion volts burned into his wrist and flowed over his body. Yet he felt no pain – only the unprecedented power of the heavenly serpent. For an instant, he stood between two worlds, overwhelmed by visions of ages past and every possible future, the reality superimposed on the reality of the present... Then it faded like a dream, leaving only what was and what shall be..."

What a load of old twaddle, eh? It really is. It's the opening blurb from the *Realms* manual. What does it tell you about the game, for goodness sake? It may as well say: "Onions, 50 pence a pound," or something. If I'd written the manual, here's how my intro waffle would have gone: "Take over the world with your armies – but look after the people staying at home or you'll lose (because they're the ones who pay the taxes)." And that would be it. Much simpler and totally to the point. And that *is* what you have to do, albeit in a rather icon-driven fashion. Ah... a screenshot covered with letters seems to be coming on, and I can't stop it. Blaaaaaarrgh!



INSIDE THE FORTRESS

You start from within the fortress and pay visits to it every so often through the game. Here's what the icons do.

1 It's a picture of a disk, so guess what it does if accessed? Yes, it helps you load and save games. You've got the hang of this already, you clever old dicky.

2 So what does this face icon do, then? Ha! You don't know, do you? It sticks flags on the map to show you where all the armies and cavalries are, that's what.

3 And this diamond-shaped icon? There's no way you could guess, so we'll tell you. It lets you choose which way your taxes will flow. If one of your cities is taken by enemy forces, nothing will get past – so you'll need to re-route everything.

4 So what about this one? "Ups and downs?" you may guess, "Er, whether your armies walk *up* the map or *down* the map?" Not even close, chum. It's the tax rate. Whop it up or whop it down.

5 Click on this, then click on the map and you'll 'zoom into the action', as it were.

6 This is a 'picture-ish bit'. If you said: "I bet it's a pretty picture-ish bit, with little flickering candles," then you'd be right. Very well done.

7 These scales show you whether the tax accrued can support your armies or not. You didn't guess that one now, did you? Or did you? Naaaaa. Course you didn't.



WHAT'S WHAT

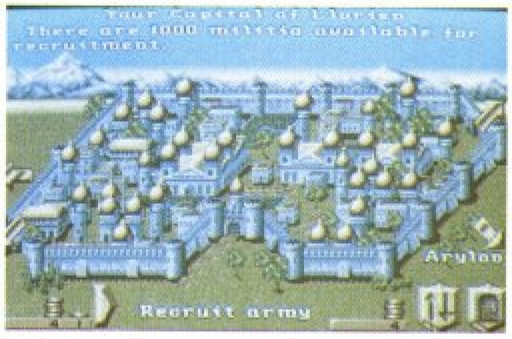
TITLE	Realms
PUBLISHER	Virgin Games
FORMAT	ST & Amiga/PC
PRICE	£29.99/£34.99
RELEASED	Out now

review

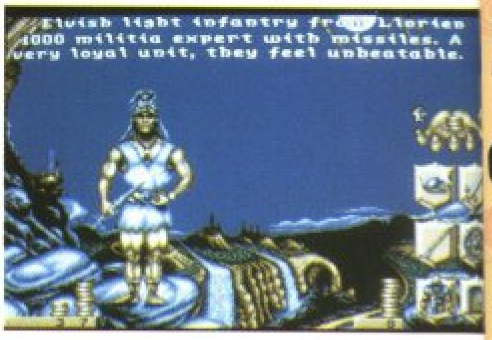
Dunc: "Peter bloody Molyneux," that's all I can say. He started all this, didn't he? Not that you probably give a toss – all you want to know is whether or not *Realms* is worth buying. But spare a thought for me – that's all I ask. Gone are the days when I could simply say: "Oh well, it's a quite good horizontal scroller with power-up icons and giant end of level nasties." Thanks to Bullfrog, I now have to explain exactly why a game *isn't* like *Populous*. Or *isn't* like *Powermonger*. Or *isn't* like any of the other clones of the Bullfrog genre. Unfortunately, in this case it's rather hard to do, because *Realms* isn't different. It's very much the same, in fact – the same as lots of the God sim games. The trouble is that it's taken a bit from here, a bit from there and a bit from somewhere else, which, all in all, leaves me with something of a nightmarish jigsaw puzzle to break apart. Yaaargh! Where do I start?

Okay. In case there are any pedants reading, *Realms* isn't a God sim. It says so in the manual – there's a sentence which goes something like: "You're not playing a deity and so you lack omniscience." In this case, I can only presume that you're playing an astronaut then, because you can view your entire kingdom from a height of 200,000 feet. Let's call a spade a spade and call *Realms* a God sim, eh?

Realms pulls bits out of *Populous*, *Powermonger*, *Castles*, *Sim City* and *Centurion* (and probably others, but I can't be bothered to think any harder). The view, obviously, is *Populous*, as are the little people (although there aren't as many of them). The strategy is a sort of slow-motion version of *Powermonger*, although you can't zoom in or out. Which brings us onto *Centurion* – when one of your cities is attacked, the view changes to an icon-driven battlefield screen – choose a formation, highlight cavalries and things, tell one lot to shoot arrows, another lot to charge and so on. (It's a hell of a lot better than *Centurion*, though.) So what's left? Oh yeah – *Sim City* and *Castles*. Well, your success depends upon your people being happy and having enough money for you to tax them. Make sure they're well and the dosh will flow. And if the dosh is flowing you'll want to protect your investement, so you build castle walls. *Populous*, *Powermonger*, *Centurion*, *Sim City* and *Castles*. Just like I said.



This is a city screen. It's a good city, isn't it – stone surrounding walls and lots of tax payers within. (If we could only make the Community Charge stick, but they're not having it.)



From within a city, you can click on the Recruit Army option. Sadly, we've only got enough money to equip this batallion with silly hats. Oh well. The next lot shall have party balloons.

But does *Realms* score – though – rip-off or not? The answer is yes. It's quite hard to get into initially, but once you do suss it out, you can't stop playing. The action bits are enough to stop the strategy bits from getting boring, and the strategy bits are enough to stop the city management from getting boring.

It certainly is a 'zap around with the mouse' job. No sooner have you sorted the problems in one of your cities, than a message informs you that the inhabitants in another city are getting twitchy. In the middle of taxing yet another city to pay for things, you'll be informed of an imminent attack on a city you totally forgot you owned. And on it goes, getting harder and harder over the nine increasingly more complex levels.


To battle then – and somebody here doesn't stand a chance in hell. (Er, it's me, actually, ahem... I'm about to click the retreat icon.)

Get the idea? Actually, you'll stay up all night getting the idea. You'll occasionally think, "Wouldn't it be nice if..." but you won't really mind when you've got the biggest, meanest city on the map and everyone is too scared to attack you. Tax the poor, I cry. Tax the smeggy poor to feed the rich! *(Fascist! Ed.)*

STOP

GRAPHICS	89	ADDICTIVENESS	90	OVERALL
SOUND	87	EXECUTION	89	89

THE PLAYFIELD SCREEN

Or, as we like to call it: 'The Incredibly *Populousy* Bit'. It is though, isn't it? Anyway, it's from here that you send your armies around the land to conquer, pillage and, er... do whatever it is that armies do...

1 **The World Map. This is your world. The small white square denotes the larger area to the right. Move it around in the same way as you would with (whisper...) *Populous*. (Shhhhhh...)**

2 **This takes you back Inside The Fortress (tax rates and all that, remember?)**

3 **And this flips the view to the last army you commanded, in case you want to know if they've got to where you told them. (They're slow.)**

4 **Click this, then click on a city, and *voila*! – you go inside (and can see how happy your 'stay-at-homes' are). Buy them more land if you want to cheer them up.**

5 **This shunts the view about, one at a time, between all the cities you're in charge of.**

6 **When this gets all 'snowy' inside, then click on it – there's a message for you. If two swords appear in it, then click as well, because someone's attacking one of your outposts and it's time to go to the Battle Screen.**

7 **Tells you how many days have passed. Time to feed everybody? No, time to tax them.**

8 **Erm... just like, um, well... *Populous*, really. Er... it is though, you can't deny it.**



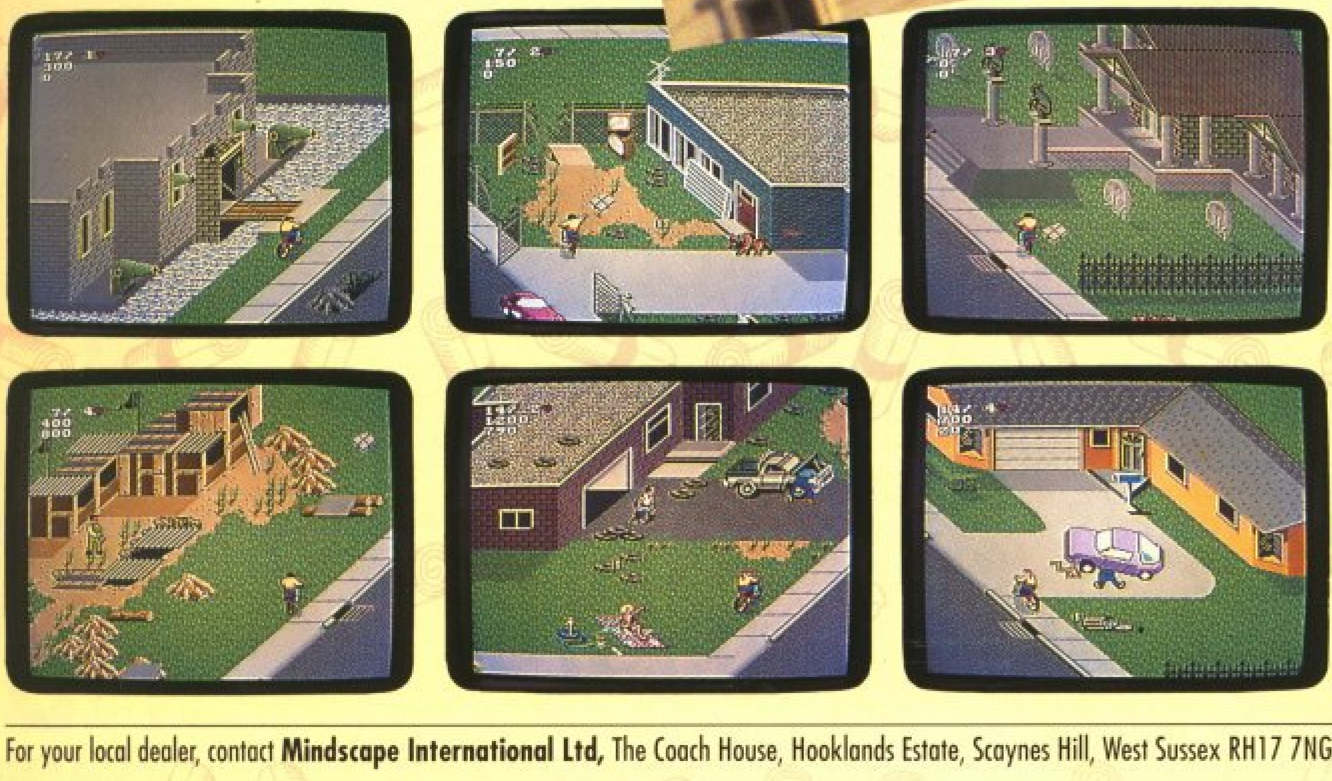
Look out - he's back!

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UNDER WRAPS

FRENCH FANCIES

Amaya Lopez has always had an inexplicable cheese phobia. We felt it was high time she overcame her fear, so we packed her off to Paris under the pretence of visiting French publisher and distributor, Loriciel. Little did she know that Loriciel is situated next to the Camembert factory!

I must admit I love Paris in the Springtime, but in the middle of December I'm not so sure. However, refusing to be lured into the warmth and bizarre appeal of French TV and its ads, I bravely made my way to Loriciel. The company is one of the most successful software houses in France. Set up in 1983 by big boss Laurant Weill, a programming whizz-kid at the age of 11, Loriciel now both publishes and distributes its own and other company's products. Situated in the outskirts of Paris, the company consists of over 50 employees, all young and raring to do battle in the furious world of computer gaming. Their pièce de résistance last year was the beautifully-animated *Panza Kick Boxing* and if you turn to page 47, you'll see a review of one of its latest products, *Golden Eagle*. However, I had been warned about their *Cheeses Of France* game, where a new odour ad-lib card creates the authentic smells of the most potent cheeses. Knowing I was likely to pass out during a demonstration of this bizarre food sim, I immediately vowed to plough through the day without mentioning 'cheese' – here's how I got on.



TENNIS CUP II

After the success of its first tennis game, not surprisingly entitled *Tennis Cup*, Loriciel has been persuaded to release a sequel. And pretty smart it looked too. It's presented in a new way from the original in that all the written menus and tests have now been replaced by graphics. You have the main room of the Club House with a bar, several doors, a notice board and a staircase leading off it. By clicking on one of these, you'll either have a drink and a ch... er, ham sandwich, go into the courts or run up the stairs to get your kit on.

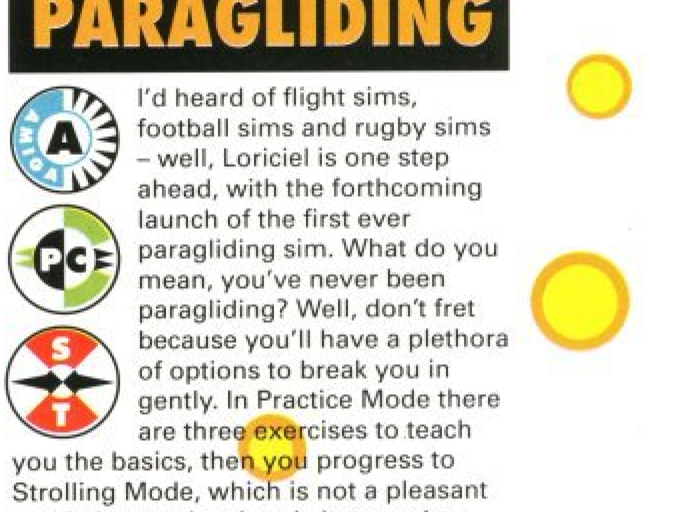
A new feature of the game is the choice between a split screen or single screen. The split screen enables you to see your opponent playing from behind (oo-er) but if you find this too confusing you can switch back to the single view of the court (where you're playing from behind). There's a new tournament mode where you can choose your share of the famous championships like Wimbledon, The Davies Cup and Roland Garros (*Eh? Ed.*), if you like opting for the ones that bring in the most moolah during a season. A 'radar' option has also been added (rather like the one in *Kick Off)* which you can move onto the screen while you're playing. It represents a view from above or a side view of the match.

The game will offer four levels of difficulty: the sim option, for experienced players (which was available in the original game); an arcade section where the ball is hit when you fire with your joystick in a particular direction; an automatic mode where the player is on auto-pilot and you just have to concentrate on hitting the ball and a training option where you get to practice specific shots.

Tennis Cup II looks set to be the umpire's rackets for tennis fans and mainstream gamesplayer alike. It's out now on PC and will be available on ST and Amiga some time in March.

PARAGLIDING

I'd heard of flight sims, football sims and rugby sims – well, Loriciel is one step ahead, with the forthcoming launch of the first ever paragliding sim. What do you mean, you've never been paragliding? Well, don't fret because you'll have a plethora of options to break you in gently. In Practice Mode there are three exercises to teach you the basics, then you progress to Strolling Mode, which is not a pleasant amble in your local park, but a rather trying attempt to glide your way around avoiding numerous obstacles like houses, birds, mountains and planes. Competition Mode tests your accuracy as you have to follow a predefined circuit, landing on targets at a precise moments, passing certain objects in the sky. The upmost challenge is Championship Mode, where beating





your opponent in a speed test, skill test and a distance within a certain time limit are your goals. There'll be a choice between four different perilous landscapes: the Alps, the Himalayas, the Grand Canyon and the Andes. In addition there'll be a variety of weather conditions, like turbulence or a strong brie, I mean *breeze*, to hamper your flight. *Paragliding* is not for those amongst you who suffer from vertigo, as you'll be sailing in your harness at a height of over 8,000 feet (gulp). It should be out now on all formats, price yet to be announced.

THE ENTITY



This graphic beauty certainly looked set to be a treat. The game concerns the imminent destruction of the earth by – you guessed it – *The Entity* (spook). The heroine is a rather buxom lass, albeit disproportionately so (and you lot can wipe those chees... er, *silly* grins off yer faces), but that's the French for you. She's visited by a vision in the shape of an old lech called Idrian who informs her that earth is to be dealt the same fate. Idrian then gives her ancient powers to help her save the earth – no doubt a ploy to woo



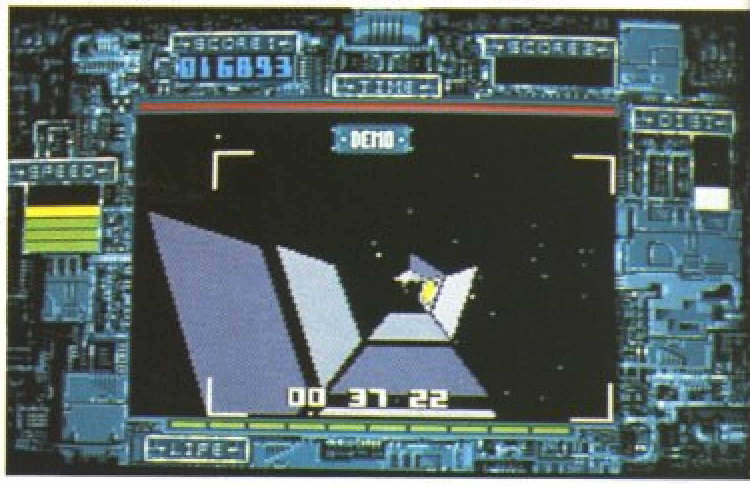
feminists. But if you're the type to be embarrassed by huge gazorks, you can play the game as the hunky hero.

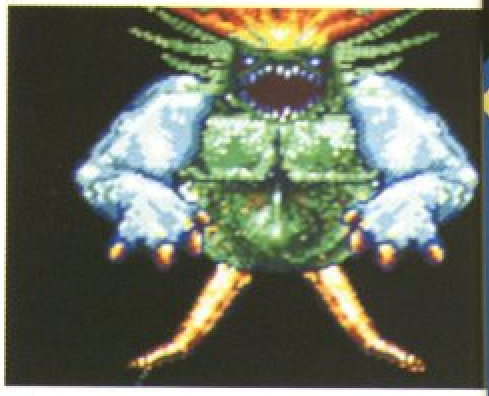
Whoever you choose, you'll be scrolling horizontally through beautiful landscapes (some resembling the Garden of Edam) fighting many random killer creatures and mammoth end of level nasties with either lightning bolts, laser beams or fire balls.

The Entity is still in development and won't hit the UK until next September. And what's more, this eye-popping number will be on all formats. Bet you can't wait, eh?

PSYBORG

Next I had a taste of *Psyborg*, a futuristic arcade adventure. You play a geezer called Duncan Norton, who is the only person capable of travelling to planets and through space. He once successfully destroyed the enemy's Psyborgs (people with psychic powers) and now that earth has been attacked again, Duncan's task is to to reach 32 planets and liberate each in a very





short space of time. As you can see from the screen shots, some of the screens look like one of those Laughing Cow thingy packs with some of the triangles taken out of it – you're supposed to journey through the missing bits, if you get my drift, stepping on certain tiles. For example a tile with a T on it gives extra time, a flashing yellow tile gives bonus points, a tile with a green triangle means you've found a Psyborg and so gain an extra life.

The aim of the game is to accumulate as many points as possible in each vortex. *Psyborg* looks a fast and furious game with a large helping of strategy. All being well, it should be available in February, on all formats.

THE MYSTERY GAME

When the folk at Loriciel mentioned this mystery game, my heart began to pound furiously. If only I'd brought a little mask to counteract the world's first ever, er... dairy product sim. But – surprise, surprise – what appeared as the game was loaded into the Amiga was a very pretty shoot 'em up. So I'd been had – a petite jokette care of my chums at the office (the basts). This forthcoming shoot 'em up is still being developed and it should be out by April on all formats. As yet it's a game with no name. The locations are extremely colourful and varied, boasting some really huge monsters. Take a look at the pics – they speak for themselves... STOP

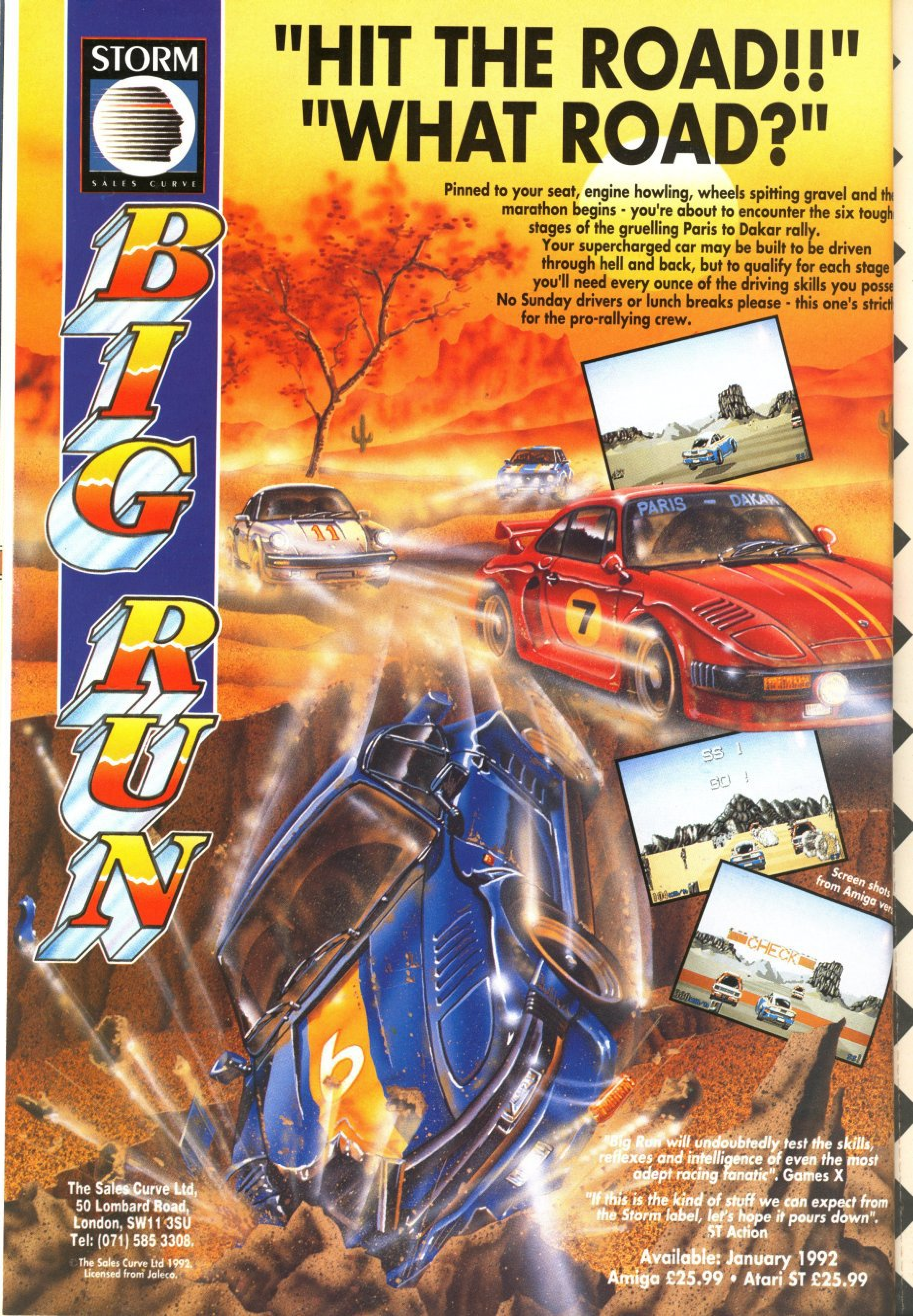




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STORM
SALES CURVE
"HIT THE ROAD!!"
"WHAT ROAD?"
BIG RUN
Pinned to your seat, engine howling, wheels spitting gravel and th
marathon begins - you're about to encounter the six tough
stages of the gruelling Paris to Dakar rally.
Your supercharged car may be built to be driven
through hell and back, but to qualify for each stage
you'll need every ounce of the driving skills you posse
No Sunday drivers or lunch breaks please - this one's strict
for the pro-rallying crew.
PARIS - DAKAR
CHECK
Screen shots
from Amiga ver
"Big Run will undoubtedly test the skills, reflexes and intelligence of even the most adept racing fanatic". Games X
"If this is the kind of stuff we can expect from the Storm label, let's hope it pours down". ST Action
Available: January 1992
Amiga £25.99 • Atari ST £25.99
The Sales Curve Ltd,
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London, SW11 3SU
Tel: (071) 585 3308.
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KNIGHTMARE

Tony 'On The Roof' Crowther was the chap behind last year's 'game of the year', *Captive*. *Michael Horsham* was the chap behind the sofa with Doris Stokes at last year's Christmas party. For his penance, we gave him *Knightmare* to review.

Based on Anglia TV's smasheroonie Friday show of the same name, *Knightmare* is a role-playing, puzzle-o-matic load of riddles and puzzles. True to the accepted format of this type of game, the entire thing revolves around a quest. Now, quests are the stuff of which legends are made – look at King Arthur and the Holy Grail, or even Nigel Mansell and the Formula One Championship. *Knightmare* is no exception to the rule which states that in the world of games, mystery and imagination, the quest is the thang. It would also be true to say that *Knightmare* has more to do with a King Arthur-type quest than Mansell bombing around Zandvoort on a souped-up skateboard.

The player is placed in control of a group of four beings whose breed, profession and dexterity are determined by a spot of mouse-clicking on the relevant screen. This is called up easily enough as the game begins. Characters are then given names along the lines of Dickon The Smallside, Nigel The Manse or whatever moniker takes your fancy. Then, suitably dressed, they are plunged into a nightmarish scenario which calls upon every ounce of reserve and derring-do they can muster.

Michael: The thing about is that it tends to take damnably long time to orientate yourself in the world in which the action is taking place, and I must confess: time was not on my side. Neither were the assortment of elfin evil-merchants, worrysome wood-spirits and 'orrible ogres I had to contend with in my quest for the sword, crown etc, etc.

Anyway, I had a good stab at it (in more ways than one) and managed to walk around the place reasonably easily. As it turns out, *Knightmare* looks like a bit of a corker. Among many others, one of the big plus points of this game is its useability. The player works from a screen dominated by a biggish view-window, inside which most of the action takes place. The foresty bits and dungeons are rendered nicely, with



some high-quality graphics which really add to the atmosphere.

As you'd expect, controlling the game with the mouse is simplicity itself. It doesn't take long to get to grips with the range of information available on each of your four team-mates either. Another big plus is the quality of the sound, which has been sampled from



"Tree spirit? Forget it! Give me a bourbon on the rocks any day of the week!"

the original bank of noises created by the TV people to enhance the ambience of their hit show. Needless to say, it works wonders for the game, too!

The characters are activated as a group by a directional control- cluster down in the right-hand corner of the screen. This allows for walking and looking about, as well as kicking, punching and swinging with the weapons you pick up on the way. The status of each team member can also be called-up at the click of a button, revealing their health, stamina and degree of magical ability. Using the 'other side' of the same screen reveals the location and severity of specific injuries and the contents of each member's backpack.



The gaı bowls alor with lots o incidents to keep you amused and entertained. The action proved to be an enjoyable mixture of straightforward fisticuffs and brainiac-style brov furrowing.

An addictive game for addictive personalities – yes indeedy!



WHAT'S WHAT

TITLE	Knightmare
PUBLISHER	Mindscape
FORMAT	Amiga/ST
PRICE	£29.99
RELEASED	Out now

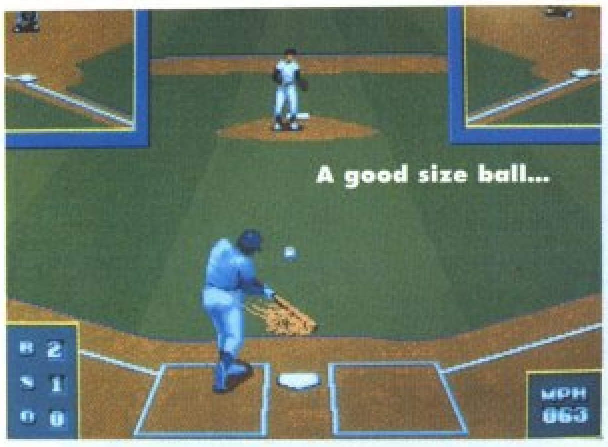
GRAPHICS 89	ADDICTIVENESS 90	OVERALL 91	
SOUND 89	EXECUTION 89		STOP


Vengeance of Excalibur
TM
The merchant speaks to Sir Edward.
"Spain is a dangerous place these days.
The Christians are fighting the Moslems,
and each other. And if you don't get
caught in one of their battles, you'll likely
get caught by a band of thieves."
Shadowmaster – Lord of Demons has stolen the Sword Excalibur and the newly recovered Holy grail, plunging Britain into a time of darkness and death. Your quest is to pursue the demonlord to Spain and recover the sacred relics. The Shadowmaster must be stopped!
Features
Hand rendered art
Improved user interface
No keyboard necessary! Point
click to perform all game functi
Overview map of Spain
Available on P.C., Amiga and
Virgin
GAMES
Developed by Synergistic Software.
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Screenshots may be taken from a different version.
Virgin Games, Ltd
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Telephone: 081 960 2255 Fax: 081 960 9900

TV SPORTS BASEBALL

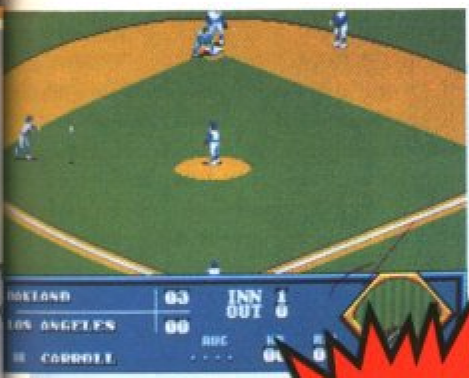
PARP!

Patrick McCarthy* takes a look at *TV Sports Baseball*, the latest addition to the recent long line of computer baseball games. *(Alright, what's going on? This intro's relevant. He didn't write this. This is a joke isn't it? Ed.)



A good size ball...

Have you seen those building society adverts? The very dull ones that go: "I want to be a ballet dancer... I want to be the man who puts his entire hand up Gordon the Gopher's bottom?" Imagine if they did one for sports simulations at the moment: "I want to be a baseball game... I want to be a baseball game." *TV Sports Baseball* is the latest to appear and, like most baseball games, you have the choice of selecting a team and playing through a 162-game season or playing one-off 'exhibition' games.



Oof!!

There's also a 'season management' section, in which you can do managey things like make up names of teams and players and give all your players enormous batting averages. (You have to get your cheating done in advance, as once you actually start to play games, you can't alter anything without restarting the season.)

You (thankfully) don't have to play all 162 games yourself, if you don't want to - you can get the computer to play games for you. You can even watch a game between two computer-controlled sides. It's cheaper than renting a video or getting drunk although you may well want to get drunk by the end. Anyway...

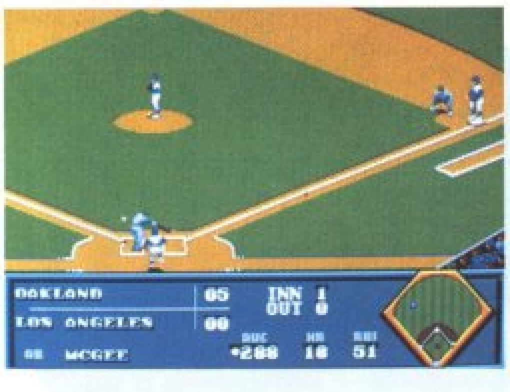
PC

Patrick: Nobody ever tries anything different with baseball games, because baseball isn't a sport – it's a National Pastime And A Symbol Of America, and therefore very serious indeed. All the PC games seem to aim for the play-your-way-through-the-season-saving-stats approach, whereas I want some realistic violence. *(Whack! Ed.)* Ow! I meant in the game!

TVSB has some good things – the digitized speech includes not only umpire calls for each pitch, but also a quick description of the type of hit the batsman gets: "Grounder!" "Line drive!" "Deep drive!" and even a little "Oof!" when the batter gets hit by a pitch. One peculiar one is "Parp!" when you hit the ball straight up in the air. I thought only Noddy's little car goes "Parp".

I quite like the pitch-selection. A target ball moves from side to side behind home plate and you press the fire button when it's in the area you want. You can curve the ball to either side with a kind of after-touch. As your pitcher tires, the target moves faster and it gets more difficult to control the pitch.

Fielding is similar to *Tony La Russa* – a spot indicates where the ball will land and you have to get the player there, diving or jumping as necessary. Unfortunately (unlike in *TLR*), the computer doesn't handle your player until you can see him, which is awkward when the ball gets to the outfield before the view does. (This also means that flat-hit home runs don't get shown on screen at all.)

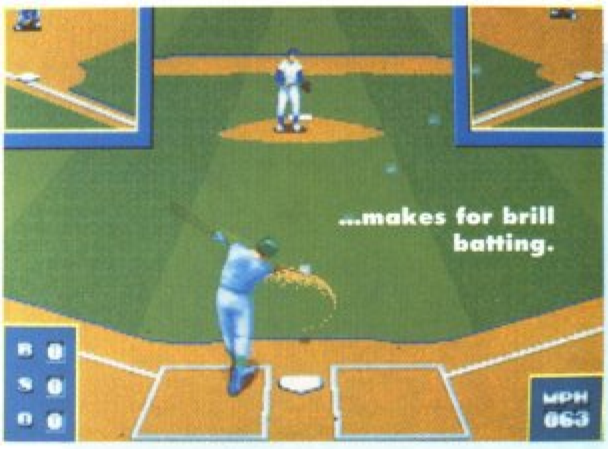


PARP!

grounder!

Fielding is affected by the different surface conditions – one stadium has a sort of 'gluey infield' that gives infielders all day to field and throw to a base, as it affects both ball and base-runners, who move with all the speed and dash of a sloth.

The batting is excellent. The ball is a good size, which aids judgement of its flight, and it's the only game I've seen where you can move about in the batter's box while the ball comes at you You can change your mind about swinging by releasing the fire button.



...makes for brill batting.

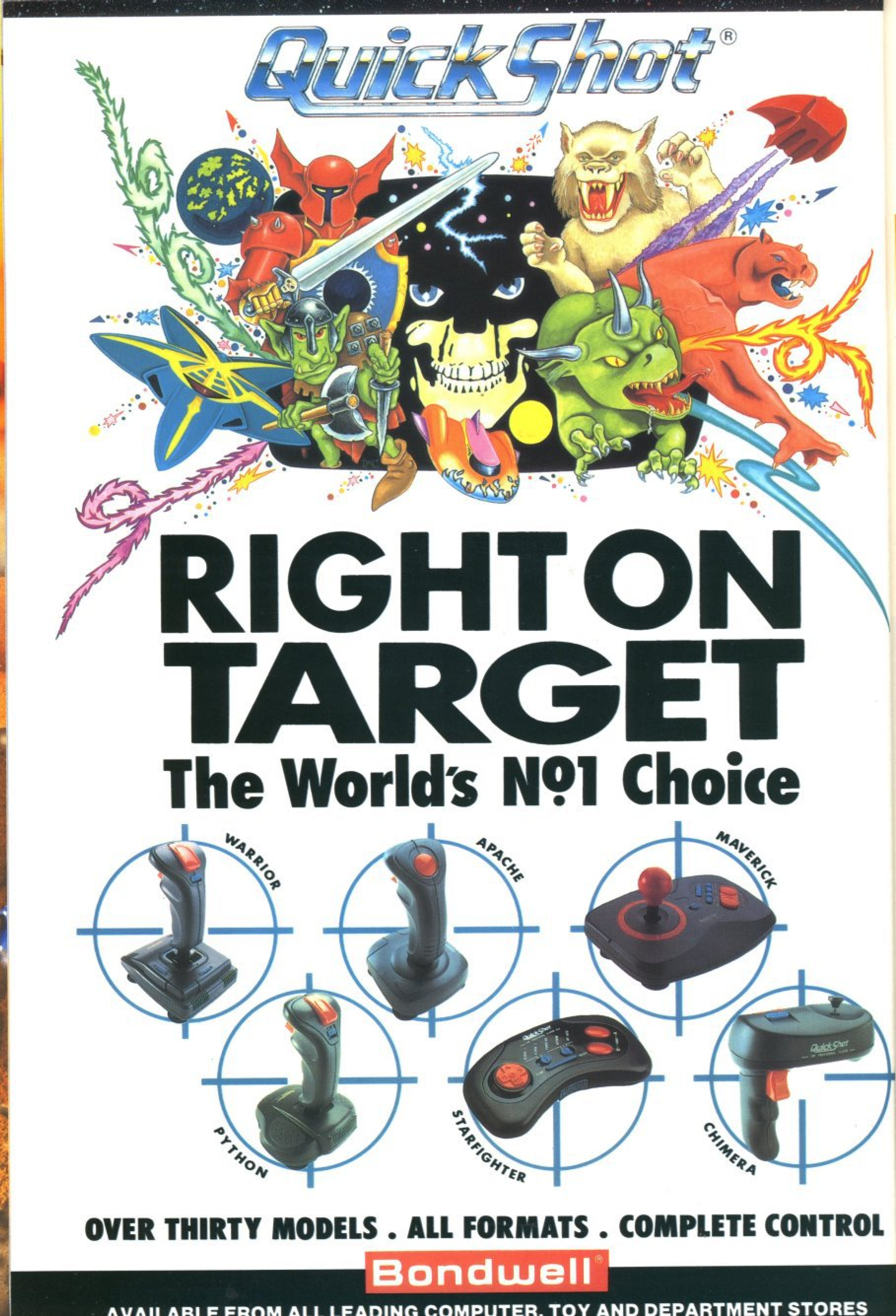
It's nicely animated and the most 'playable' of all the recent games, with excellent pitching/batting screen, and good digitized speech. STOP

WHAT'S WHAT

TITLE	TV Sports Baseball
PUBLISHER	Mirrorsoft
PRICE	PC/Amiga & ST
FORMAT	£35.99/Tba
RELEASED	Out Now

GRAPHICS	90	ADDICTIVENESS	83
SOUND	80	EXECUTION	85

OVERALL 85



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FALCON 3.0

It may be a year late, but the flight sim has just moved into the Nineties – and it's all thanks to *Falcon 3.0* from Mirrorsoft/Spectrum Holobyte. *Duncan MacDonald* played it and got all annoyed about not being able to afford a PC.

ZERO HERO

Falcon 3.0 comes with a very big manual indeed. It's the sort of manual that would need its own life-jacket if you ever took it on an ocean cruise and the liner hit an iceberg. On the other hand, all I've got is two paltry pages to explain the whole game.

Quick Start is the option that gets you up in the air with infinite everything, except for lives. Attack things on the ground, attack things in the air and generally indulge in as much mayhem as you can before getting yourself shot to pieces – which probably won't take very long. You need lessons really.

Air Combat School is the option with the lessons in it, as you may have guessed from the fact that it's called Air Combat 'School'. There are eight lessons in all, and they work like the lessons in Microsoft *Flight Simulator Four* in as much as they slowly draw you in with the easy stuff and then finally let you have it between the eyes with both barrels. Lesson One: take-off and fly – simple. Lesson Two: HUD and G-forces – we know all about them, don't we? Lesson Three: View Manipulation – learn what buttons give you which inside and outside view. Hah, who needs a lesson in that when it's in the manual? Lesson Four: landing – er, well... let's come back to that one. Lesson Five: Weapon Selection and Radar Modes – all logical stuff, really. Lesson Six: air-to-air weapons delivery – no problems. Lesson Seven: air-to-ground weapons delivery – same as the previous, but with a few more bits of hardware. Lesson Eight: eh? What's this? Padlock View? Aaaaarrrggghhhh! It's a totally new concept and it hasn't even got a ™ after it as a warning. It's a nightmare! You may be stuck on Lesson Eight for the rest of your life.

WHAT'S WHAT

TITLE	Falcon 3
PUBLISHER	Mirrorsoft/ Spectum Holobyte
FORMAT	PC (DOS 5 required)
PRICE	£49.99
RELEASED	Out Now



PADLOCK VIEW

It's a revolutionary new view which means no more flicking through the front, left, right and rear views to work out what that elusive 'bogie' is up to – all the information you need is there, on a single forward-facing screen...

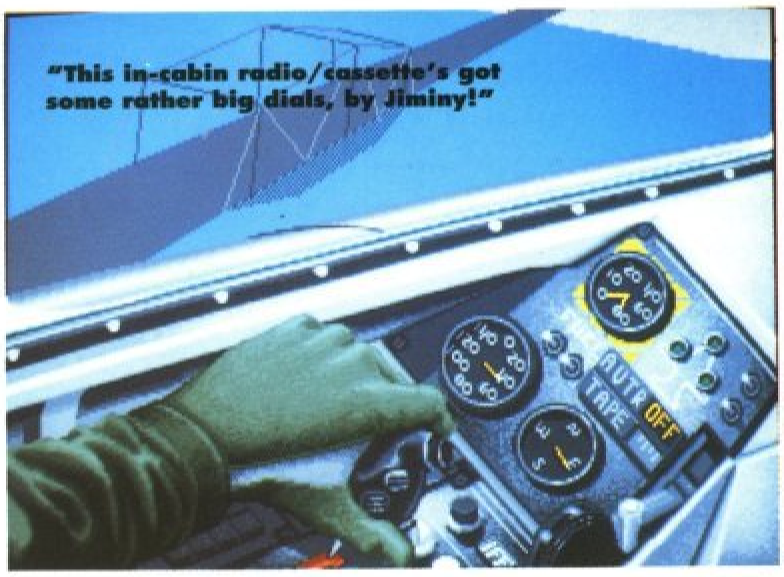
1 The Padlock Status Window displays vital information about your current target and its range, as well as your present airspeed, altitude and degree of climb or dive.

2 The Target Locator Window has two major functions, a target locator line to find enemy planes and an artificial horizon to determine your relative position to the earth.

3 The Main Padlock Window locks onto an enemy plane and follows it wherever it goes. It simulates a pilot's 'eyes', really – just like looking over his shoulders.

4 This is the full 360° panoramic view. It's a bit like one of those crap 'panoramic landscape' photos people take when they're on their holidays, but luckily the bits on this panorama *do* actually match up – from the HUD all the way to the seat and back again. The inset red square is where the Main Padlock Window is looking. Confusing, isn't it? But it's one of those things that suddenly clicks and from then on becomes second nature. If you're brilliant, allow yourself half an hour to get accustomed to it. If you're a bit thick, allow yourself two months or simply stick to the traditional method. (After all, nobody says you HAVE to use the Padlock View – they just strongly recommend it.)





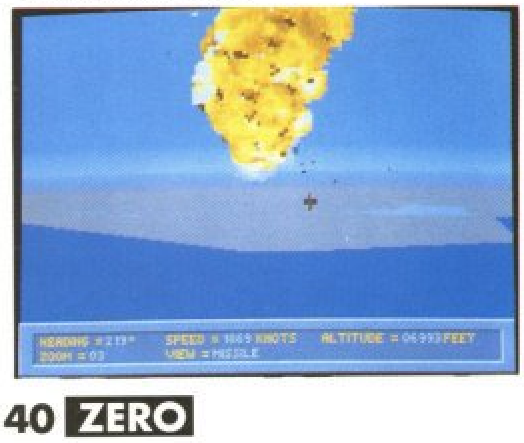
"This in-cabin radio/cassette's got some rather big dials, by Jiminy!"

OTHER VIEWPOINTS

Yes, of course there are a bevy of internal and external views apart from the Padlock View – more comprehensive even than the original *Falcon* and along much the same lines as a MicroProse simulation. The most sensible thing to say here is name a view and you can get it. (*What about 'inside the engine, looking out of the hole at the back'? A Reader.*) (*Shut up. Ed.*)

TRAINING AND CAMPAIGN

So you've completed your Air Combat School tests, you've piddled about for a few days on Instant Flight and now you really want to get involved. So how much is there to do? Well, the answer is literally heaps and heaps. You wouldn't believe it, actually – talk about a big game! It's no surprise that the manual weighs in at a hefty 55 tonnes. You can, to cut an incredibly long story short, opt for either the training ground or a campaign proper. There's little difference between the two of them in terms of sheer scope (both are absolutely massive), but there are two major distinctions.



The Training Fields

(1) In training, you and your fellow squadron members can't get killed (short of flying into the ground).
(2) In training, it's up to you what the missions are going to be. There are in-built jobs if you can't be bothered to fiddle about, but if you can be bothered, you can redefine the entire war arena to suit your tastes. Place enemy tank platoons wherever you want and give them waypoints (yes, they'll move – and shoot if they have to). Scatter AAA batteries and SAM sites in devious positions. Tell the enemy fighter squadrons and lorries to do whatever you want. And everything else. You can do the same for your side too.
Basically, you're in 'design a war' mode.

The Killing Fields

In Campaign Mode, there is a war going on already. It's not unlike most other recent flight simulators in this respect, as there's a continually changing front line. There is no fixed set of missions. It's an ever-updating war situation – you may end up in a long war of attrition or you might swiftly end the battle with one surgical strike.
It's all just like a real war, really, with the ground forces doing their stuff in the mud at the same time you're doing yours in the air. Even if you cock-up on a mission, the geezers down on planet Earth may do so brilliantly that your front line is pushed forward a bit anyway. Yup, as I said, it's just like a real war. (And the geographical choices are Kuwait, Israel or Panama.)



UNDULATING TERRAIN

Yes – undulating terrain. It's something most of us have been waiting donkey's years for – and it's here at last. Uppies and downies. Not just the occasional triangle that prompts an "Oh, look – is that a pyramid?" from an unimpressed girlfriend, but continuously undulating terrain. If you happen to be taking part in a covert strike, flying underneath the enemy radar, there's no 'fly down to 200 feet and whop it on autopilot' option in *Falcon 3.0*, because you'd crash into the side of a hill. We've all read about RAF pilots doing this while engaging in ground-hugging malarkey – now it's



time to try it for yourself. Split-second reactions and nerves of steel are necessary as you weave over the curvaceous landscape at speeds approaching 700mph. Undulating terrain – it's better than sex. (*Speak for yourself. Ed.*)

EVERYTHING AND MORE

Falcon 3.0 has absolutely everything. The 'and more' is supplied by the VCR record and replay facility. Record for a bit while you're bombing, then turn the camera off. Record a bit more when you're dogfighting, then turn it off. When you land, you've got yourself a tape with edited highlights of all the best action. View it with full VCR functions from any angle you like. It's better than *Chuck Yeager*'s flight recorder – it's the best thing in the universe. Blimey!

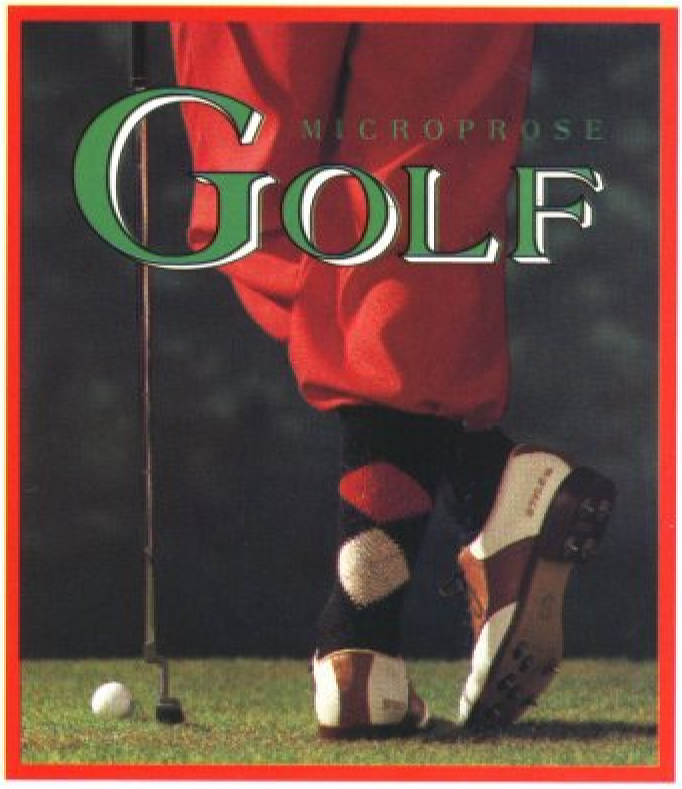
Dunc: Last ish, in one of his reviews, Macca said something like this: "The problem with reviewing flight sims is that they are nearly always brilliant these days. Every time a new sim comes out, the others all fall back a place." And he was right. But the thing about *Falcon 3.0* is that it knocks the others back – not by just one place, but by about ten. I kid you not. Everything is rendered in smooth-o-vision 3D (as opposed to jerk-o-vision triangle world) and is entirely, excellently, amazingly, er... smart.

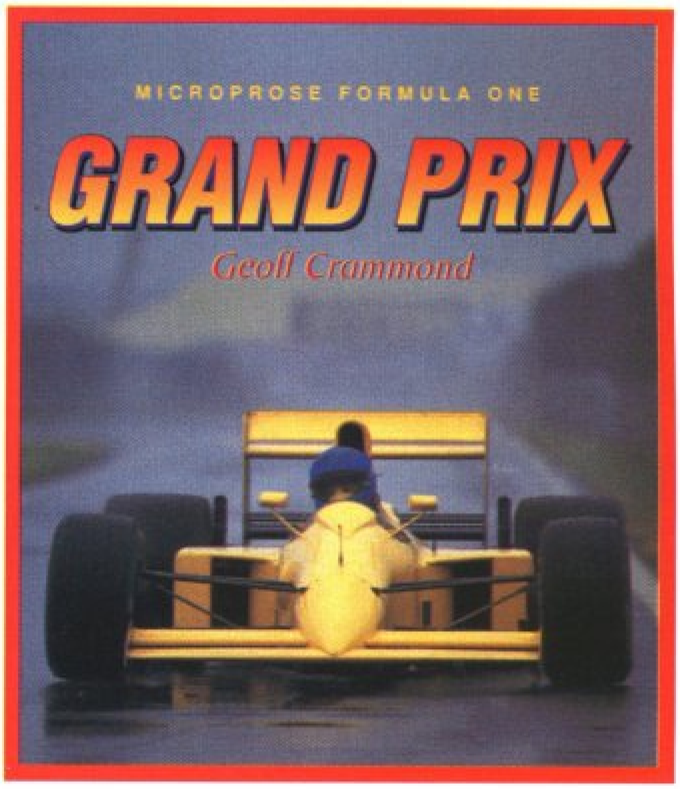
If room permitted, I could go on about the sheer realism and gasp-inducing qualities of the game (if you can call it that) for at least 10 pages, but room doesn't permit, so I can't. All I'll say instead is that *Falcon 3.0* takes every other flight simulation in the world (yes, including *Chuck Yeager*) and dumps on them from a very, very great height – it's that good. It's worth buying a PC for, in fact. I wish I could afford one!

STOP

GRAPHICS	94	ADDICTIVENESS	94	OVERALL 94
SOUND	85	EXECUTION	94	

When sport gets serious...





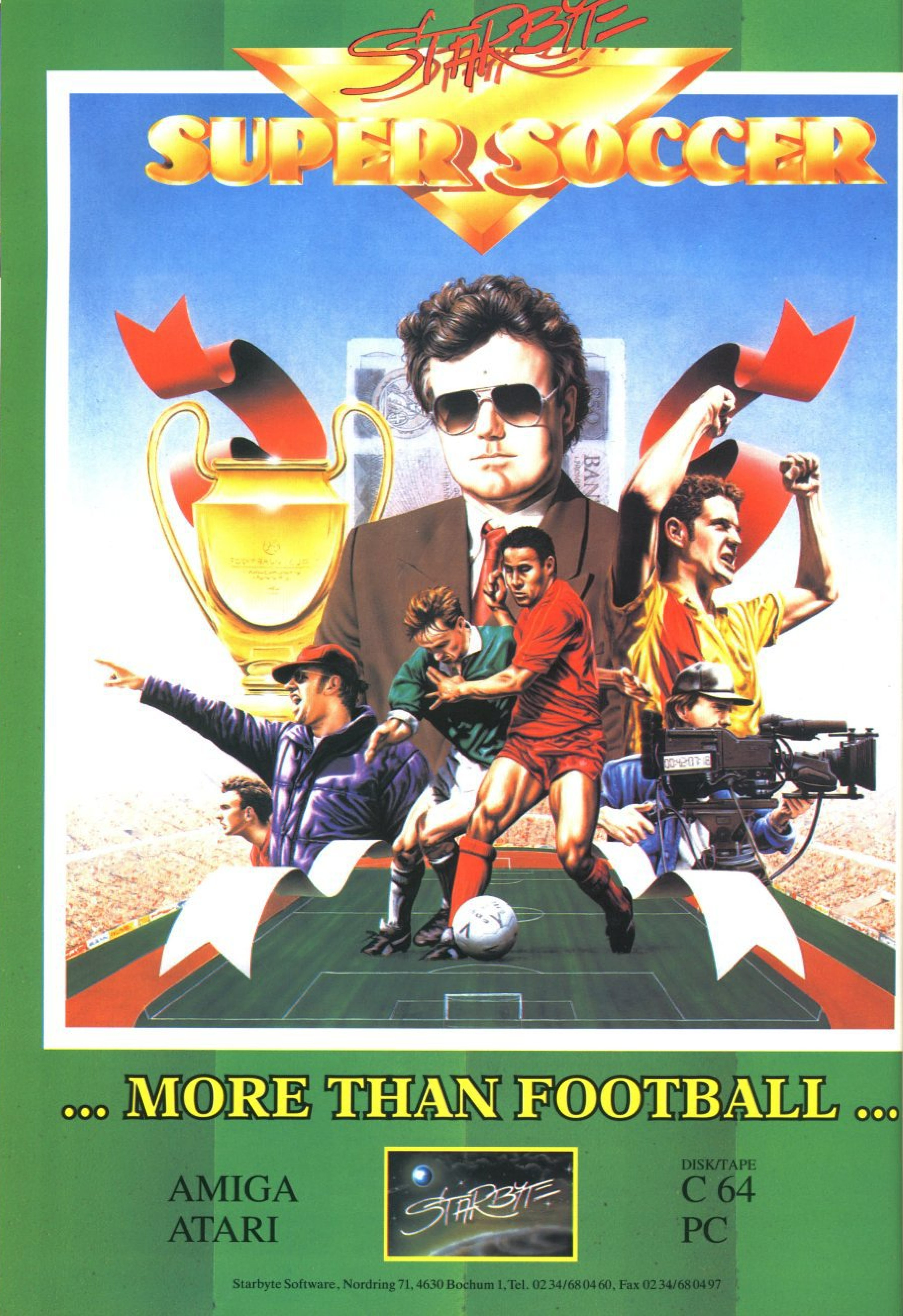
At MicroProse we're serious about sport.
Because we know you are.

But it's only a game.

Try to remember that when you're playing our simulations

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Starbyte Software, Nordring 71, 4630 Bochum 1, Tel. 02 34/68 04 60, Fax 02 34/68 04 97

THE LEGEND OF DARKMOON

Eye Of The Beholder II, The Legend Of Darkmoon.* Published by US Gold/SSI. Reviewed by *Duncan MacDonald.* Franz Kafka is dead. The film *Half A Sixpence* starred Tommy Steele. "Oranges and lemons," said the bells of Saint Clements. *(What a completely stupid intro. Ed.)

ZERO HERO

WHAT'S WHAT

TITLE	The Legend Of Darkmoon
PUBLISHER	US Gold
FORMAT	PC/Amiga
PRICE	£34.99/Tba
RELEASED	Out now/March '92

Eye Of The Beholder II, The Legend Of Darkmoon, eh? With a title that long, who needs to play the game – just repeating the name a few times would keep you busy for a month, especially if you're not very good at talking (like Lester Piggott). So if you're happy chattering away inanely to yourself, you may as well go away now – you've saved yourself 30 quid. Bye bye, weirdo...

But there are a lot of you left, aren't there? So hands up who's seen *Dungeon Master, Chaos Strikes Back, Captive* or the original *Eye Of The Beholder*. Most of you, huh? Yes, well, you'll know all about the interface system then (which is near as dammit identical), and can now skip onto the review itself, taking in all the pretty pictures en route. Nice aren't they? Very nice, in fact.

"And then there was one," as the song goes. Yes, we're talking to you. You're the only person still reading, so we can assume that neither of the above apply and that while purchasing *Eye Of The Beholder II* appeals somewhat, you've never seen a game of its kind before. Oh dear, looks like we're going to have to explain the *Dungeon Master* genre for the umpteenth time, doesn't it?



THE QUEST

Beholder II is a role-playing game, and role-playing games always have a quest. And sub-quests too. In *Beholder II*, you're initially meant (as usual) to be searching for somebody in

1 This is 'your world'. At the moment, it's a forest (being the start of the game, you haven't found the castle yet). You can walk in any direction you like, just so long as your path isn't blocked (a bit like a forest in real life). All scenes in this window can be interacted with... for instance, there's a parcel on the ground – it's food. Point at it, click, and you've picked it up. You can give it to one of the members of your team. (How? See 5.)

2 These arrows move your party. Clockwise from top left, we have: rotate left, move forwards, rotate right, shuffle sideways right, move backwards and shuffle sideways left. So there you go.

3 A compass. (Well, half a compass actually, but you can see the important bit, so who cares.) So now you know exactly where you're going, don't you?



4 The message box. It's where text pops up. (Things like "You can't do that," or "Your entire party has just been killed".)

5 Your four party members. If they're in an attack or defend situation, it generally helps to have weapons in their hands. Click on a weapon and it'll be used. (Knife, sword, mace – whatever.) If you have a mage or paladin in your team, you can use magic: click on the spell book (if they're holding it) and a list of spells pops onto the screen. Click on one and it'll be used, just like a weapon.

6 This looks like an empty space, and it is at the moment – but sometimes it isn't. On your travels, you'll meet people who'll join you, whether it be for short or long periods. Their portraits appear here – manipulate them in the same way as you do the others.

7 If there aren't any nasties about, you can camp. Clicking here opens a screen where you can pray for spells, memorise spells and load and save games. Or just have a jolly good rest, if you want.



Ding dong! "Oh no. It's the bloody Jehova's witnesses again."



Ding dong! "Oh no. It's the bloody Avon Lady again."

an evil labyrinthine castle. When you get there, however, someone asks you to do something else. And then someone else asks you to do something totally different. (It's not long before you forget exactly what you were meant to do in the first place.)

THE CHARACTERS

In a role-playing game, you have to feel a certain empathy for the main characters – after all, you *are* these people. So you'd want to hand-pick your 'troops' and name them yourself, wouldn't you? And, of course, you can. Having chosen from human, elf, half-elf, dwarf, gnome or halfling, you then pick a portrait for that particular character, name him (or her), and then repeat the process three times. A fighter, a ranger, a mage and a thief? Three clerics and a paladin? Four silver-suited soul singers from the 1970s? You can have any combination of the above in your posse. (Apart from the soul singers – I just made them up to confuse you.)

THE INTERFACE SYSTEM

'The Interface System'. What a cold and clinical phrase – that's 'being modern' for you. But there's a very good thing about the 'interface system' in *Beholder II*, and that's its user-friendliness. Point, drag and click the whole way. See something interesting in the play window, aim your pointer at it and you can pick it up. Point your arrow at the hand of one of your characters, and he (or she) will use whatever it contains – be it a knife, a magic orb or whatever. And on it goes...



Clicking directly on the face of one of your characters brings about this 'menu'. Thankfully, it doesn't obscure the main play window. Here's what it all means.

1 "HP" means Hit Points. A full bar means you're perfectly healthy, while an empty bar means you're dead.

2 Hungry? This geezer certainly is. Feed him if you've got any tucker.

3 How to feed people: drag whatever you want over this box and click. Not just food and drink, but magic potions too. (You can try daggers and rocks if you like, but it never works.)

4 These arrows cycle through your characters (to save you going back to the first screen, changing person, and then coming here again). Thank God for that, eh?

5 Pockets, basically – albeit unfeasibly large ones. Anything which is pick-upable can be stored here.

6 You can dress your characters and put things in their hands. This bloke's naked and he's carrying a book. What a perv, eh? Still, he's quite a good fighter, so we can forgive him.



Dunc: It's hard to know exactly what to say about *Eye Of The Beholder II*, other than it's extremely excellent. The reason for this dilemma is that when compared to *Beholder 1*, there's nothing actually 'new'... apart from the tarted-up graphics and different monsters, of course.

And the fact that it's a totally different adventure, set in a much larger environment, which contains not just dungeons but also forest and tower scenes. Oh, and not forgetting that you can 'meet' people on your travels who can be 'talked to' via adventure game static picture screens.

Hmmm... okay, so there are a few differences, but even taking this into consideration, it's still essentially what *Beholder 1* was – and that's *Dungeon Master*. Not that I'm complaining, you understand, because it's excellent – just like I told you at the beginning of the review. So it's back to dilemma time again – what else can I say? Buy it. Get ready to turn out the lights and immerse yourself in a spooky world where there's always something unpleasant hiding around the next corner.



Our reviewer called this man a tart.

Eye Of The Beholder II sensibly sticks with first person perspective – the best style going for *D&D* games – and delivers all the goods as slickly and attractively as you could hope for. I say, yet again, it's excellent. I may as well end with two minor gripes though, or you'll all think I'm some sort of bum-licky grovel merchant.

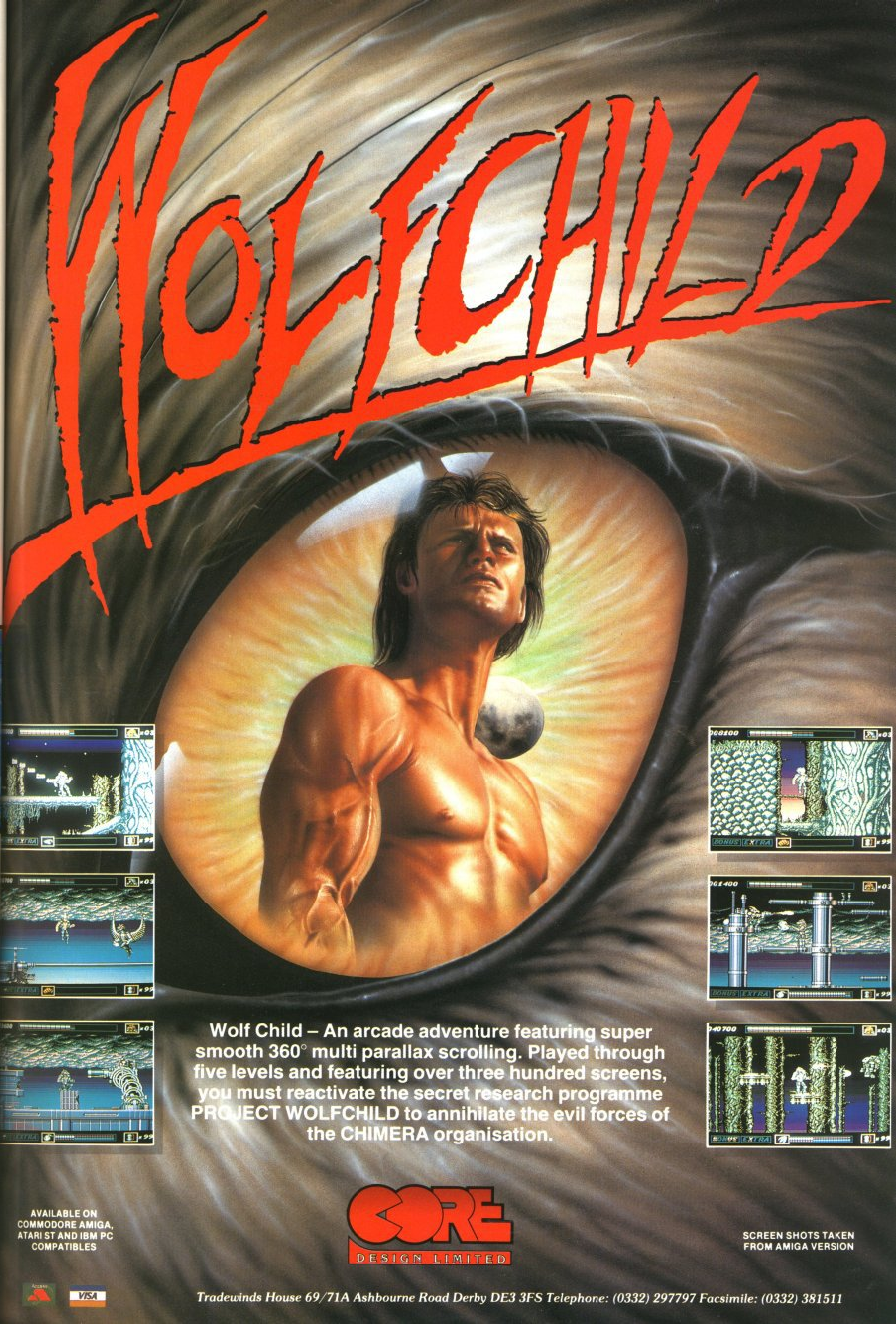
Gripe One: The mouse response is a bit woolly during fight sequences. I'm only talking about a fraction of a second's delay here, but it gets rather annoying, nevertheless.

Gripe Two: A mini art programme where you design your characters' features would have been icing on the cake. *Chaos Strikes Back* had one, so why not *Beholder II*?

Maybe the programmers and artists didn't want us spoiling the polished look of the game with hamfisted drawings of Bod, Postman Pat and Bob Holness staring out of the right hand corner of the screen. Or maybe there was another reason, who knows? Oh well, *c'est la vie*, eh? STOP

GRAPHICS	93	ADDICTIVENESS	94
SOUND	77	EXECUTION	89

OVERALL 92


WOLFCHILD
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GOLDEN EAGLE



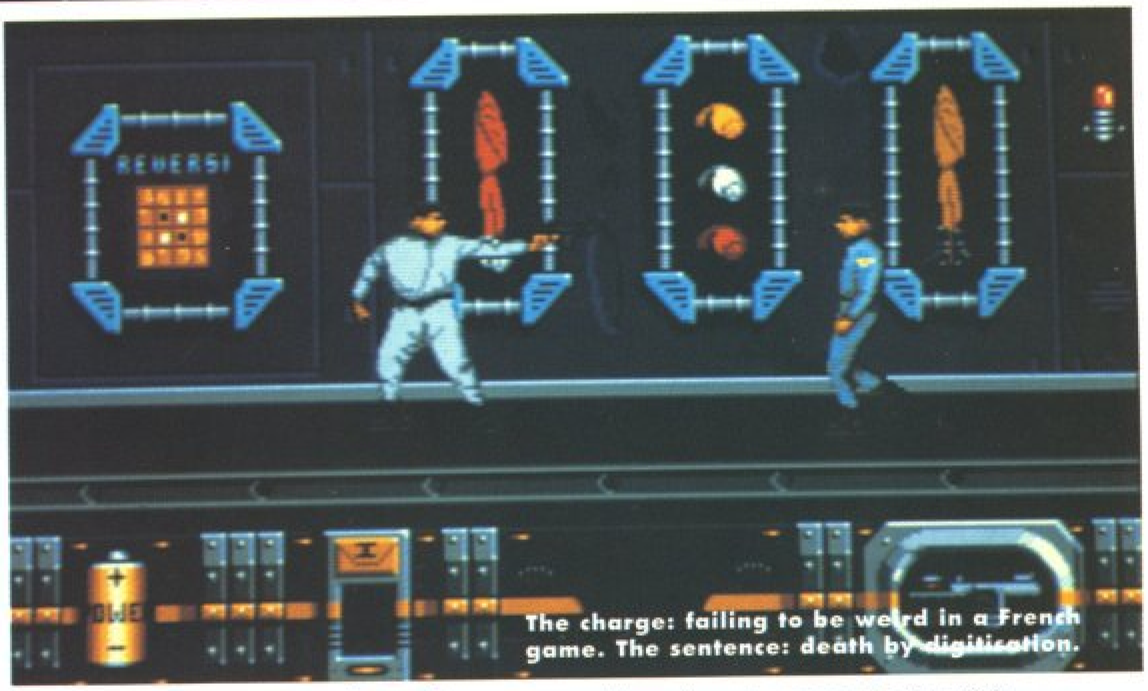
David 'Carry On' McCandless does the dirty as he uses as many blatantly true-blue close-to-the-knuckle British idioms as possible to confuse the French translators of this review. Count so far: twenty.

French games are renowned for three things: rudeness, weirdness and silliness. Consider *Golden Eagle* from Loriciel/Infogrames in the light of this statement.

RUDENESS: If it's not tits, it's belly buttons. If it's not belly buttons, it's tits. The nipple count in continental imports is very high. Sometimes, the French companies even have to churn out a special 'edited' version, with less bosoms, for the prudish English public. *Golden Eagle*, refreshingly enough, has no wibbly bits or soft, spongy glandular tissue at all.

WEIRDNESS: It's not very weird either.

SILLYNESS: It does have very silly digitised pictures of programmers masquerading as aliens.



The charge: failing to be weird in a French game. The sentence: death by digitisation.

THE STORY

The story is the usual higgledy-piggledy fantasy mumbo-jumbo. The Golden Eagle is a mythical statuette, which is very mysterious and very powerful etc, etc. Nahmur, the high priest of a sect, nicks the eagle from its keepers and, in an act of sheer spite, brainwashes them all. Alack and woe the day, Nahmur hasn't the first clue how to unleash the power of the eagle. So he breaks the statue up into pieces and then distributes them liberally around the city.

It's up to you, as a liberated free spirit, to scour the city, risk life and limb and all that to recover the pieces and save the known universe etc.

YOU

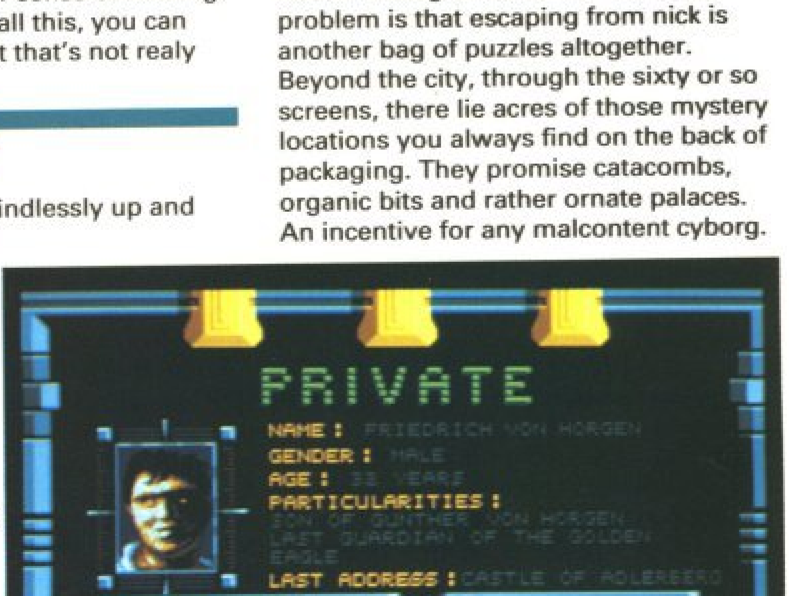
You are quite a liberated spirit, actually. Not only can you walk in all the known compass directions, but you can also jump and look very masculine with your gun. Oh yes.

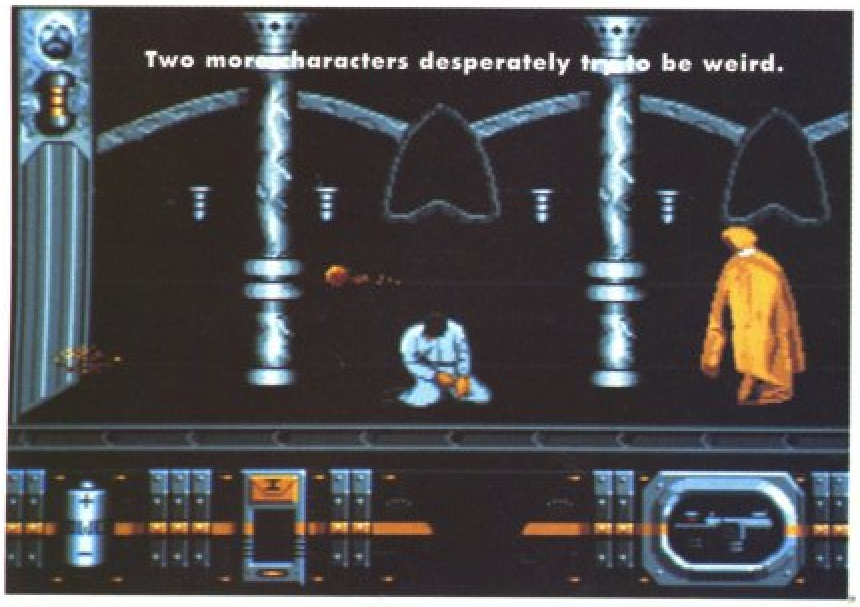
When you get bored of that, you can hunch down and crawl like a *Doctor Who* monster along the floor. At points, you can 'interface' with the technology. Armouries allow you to exchange your meagre hand pistol for stranger and more exotic weaponry. Info points provide momentary distraction and an excuse to insert disk B.

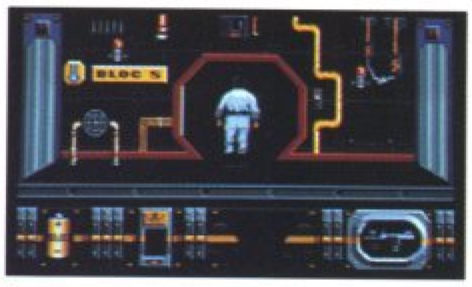
The safes contain the bits of the eagle, but have to broken, in true Ronnie Biggs fashion, by your sense of hearing. If you get bored with all this, you can shoot the scenery, but that's not realy very productive.

THE CITY

Cyborgs pace mindlessly up and down – mind you, so would you if you'd had a mechanical lobotomy. All sorts of lights and gubbins blink and flash in the background (It's a bit like Oxford Street during the festive season, actually). Robots and droids appear now and then. Doors lead to corridors. Corridors lead to doors. More doors might lead you to a hangar. Hangars lead you to corridors. Guards pop up and a quick fire fight ensues. Take them out and they'll disintegrate satisfyingly. Lose and they'll cart you off to prison. This is in lieu of having an extra life – the only problem is that escaping from nick is another bag of puzzles altogether. Beyond the city, through the sixty or so screens, there lie acres of those mystery locations you always find on the back of packaging. They promise catacombs, organic bits and rather ornate palaces. An incentive for any malcontent cyborg.




Two more characters desperately try to be weird.



Macca: A lot of people are going to stare at this game's graphics and animation and say: "Lordy, our Mediterranean cousins are not only better lovers than us, they're brilliant at computer graphics as well!" And they are. (The 'better lovers' bit was a pure fantasy, by the way).

Eagle's central character is wonderfully animated, no doubt since the programmers used the old models/video/digitiser ploy to add a tint of realism to their graphics. He crouches, James Bond-style, with his gun, he skips nonchalantly over electrical hazards, he crumples into a womanly heap when his energy runs out. There are also lovely presentation screens and very neat little flickering background details. Yum, yum.

Golden Eagle, however, doesn't break any boundaries in originality or design. It's got a very *Prince Of Persia* look and feel, especially animation-wise. And, although it looks like it might, it doesn't really run much deeper in gameplay terms.

The puzzles are mainly of the physical variety: ducking this, leaping that, shooting here, running over there. The pace is achingly slow – tedious disk-accessing and that slowing feeling when the screen's packed with objects. The instructions are appallingly cryptic and clueless, so you start the game, dumped in the middle of the first screen, and then you have to discover everything from scratch.

Okay, I've laid into this pretty hard. *Eagle* has obviously got a lot to offer. It's great looking (lah-dee-dah), it's got a huge playing area (lah-dee-dah), it's got some puzzle elements (lah-dee-dah), but if the instructions don't tell you how to unlock the safes, or if the control system ensures you get caught all the time in the hangars, then you're going to get fed up pretty quickly.

It's addictive, but only because you're trying to imagine how you can reach those screens on the back of the packaging. STOP

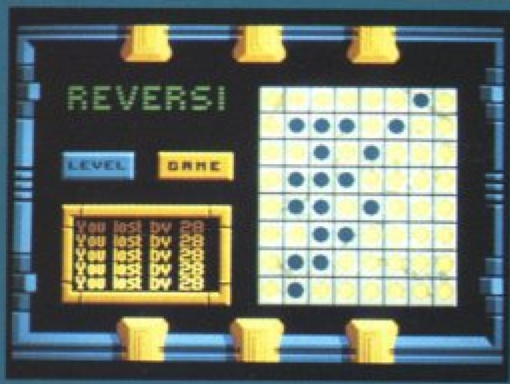
THE INFORMATION SYSTEM

THE NEWS



Predictably, in an awful attempt to be witty, I shall start this caption with something like: "Nope. No Alaister Burnett – ho, ho. No Moira Stewart (deep voice) – ha, ha. No John Craven – hee, hee." The news section actually fills you in on all the city goss. Mainly propaganda and an excuse to show those digitised pics of the programmers, but also the occasional clue.

THE GAME



Oh no – it's my facetious side again: "The game, eh? *Going* on the game, eh? Hah, hah". Um, right, well... you can take a break from all the action to have a sedate game of *Reversi* (or is it *Othello*? I never could decide which). (*Well, it does say 'Reversi' at the top of the screen. Ed.*) Very surreal, very Frenchy-weird. But apparently, "very important to the story" or, in Italian, "molto importante per la storia".

THE MAIL BOX



Oh no – I feel hilarity coming on again. Oh, oh. "This is where you collect all the *men* people have sent you. Ho yes." It's actually an electronic mail delivery service, from the other characters in the game, which will supply you with cryptic clues.

THE MAP



Can't think of anything 'funny' for the map section. All it does is give you a sense of place within the city complex. Of course, all essential information and clues to anything are left out, so it's totally useless really.

WHAT'S WHAT

TITLE	Golden Eagle
PUBLISHER	Loriciel/Infogrames
PRICE	£24.95
FORMAT	ST/Amiga/PC
RELEASED	Out now

GRAPHICS 87 ADDICTIVENESS 82 SOUND 80 EXECUTION 76 OVERALL 80

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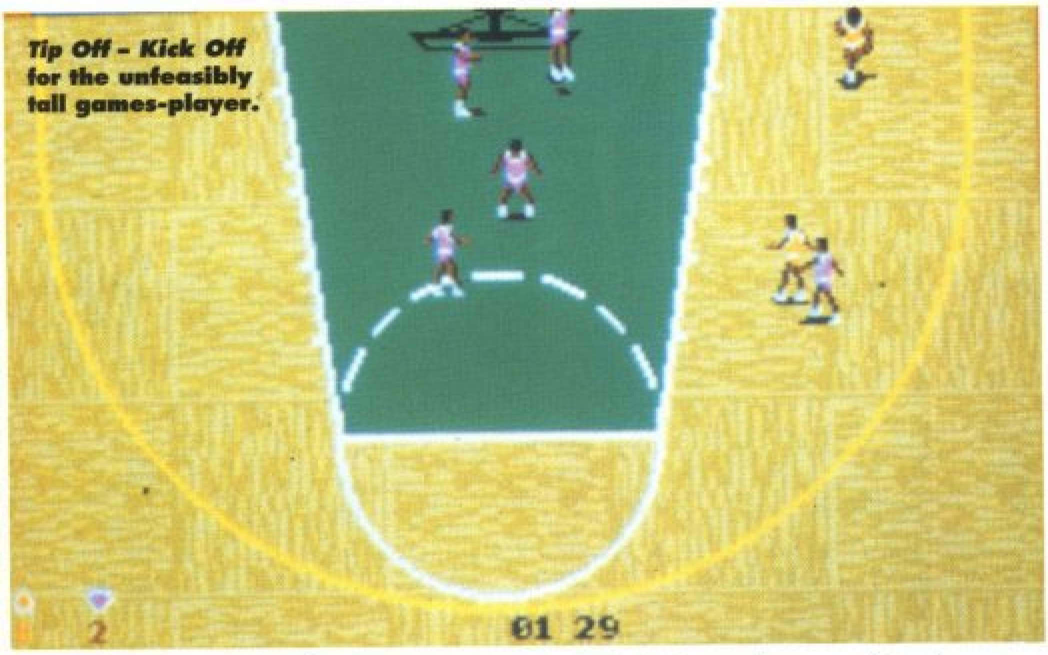
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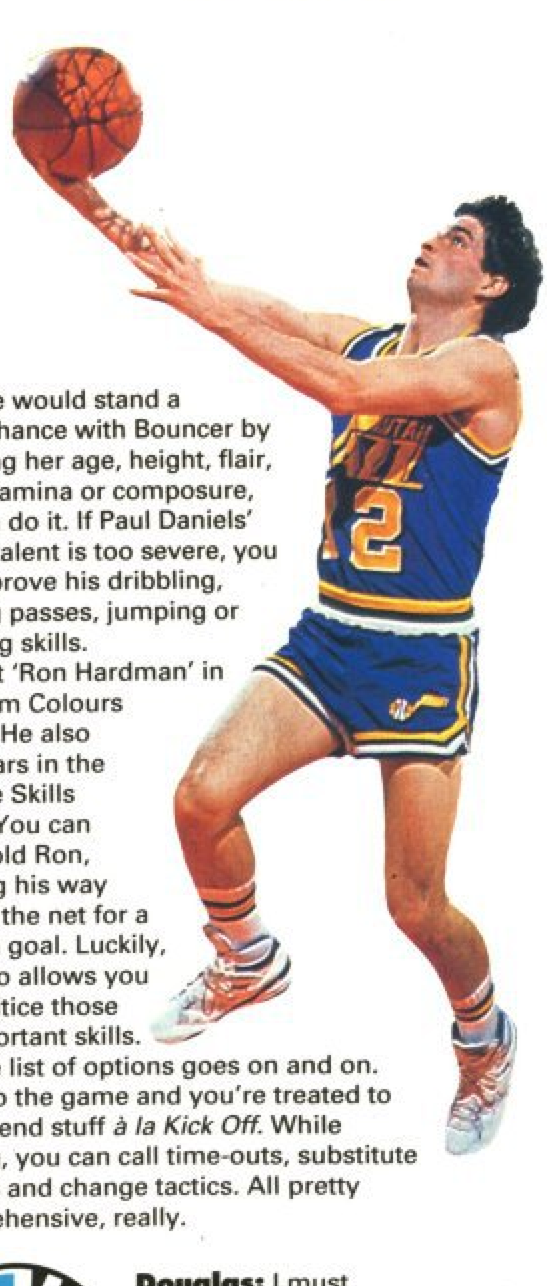
OVERALL
80



TIP OFF



Tip Off – Kick Off for the unfeasibly tall games-player.



Those bods at Anco sure know how to name a game. First they gave us *Kick Off*, then *Kick Off 2*, and now they've blessed us with *Tip Off*, reviewed here by *Douglas Male*. Rumours that their next release will be a soccer hooligan simulation called *F Off* are yet to be confirmed by the company.

When we graciously allowed America to go its separate way, back in the annals of time, little did we know that they would produce generations of crass, overbearing loudmouths. They also developed three games: American Football, baseball and basketball, in which to vent their egos. All of these were, of course, rip-offs of proper British games like rugby, football, rounders and netball (probably). And just to rub salt into the wound, they go and bring the darn games over here.

Anco, feeling pretty chuffed with their rather stonking *Kick Off* series, have turned their experience to bringing us a playable simulation of one such game – basketball. Thankfully, there's hardly an American to be seen.

With *Tip Off*, you name it, you can do it. Want a snog with Kylie? No probs. A spending spree in Milton Keynes? Say no more. Well, perhaps you can't do *absolutely* everything, but you can sure as hell try. If you're familiar with *Kick Off*, the options available shouldn't be too daunting. There are too many things to mention here, but rest assured there's a lot of button-clicking available, if that's what turns you on. If it doesn't, rush into



the Single Game and get slam-dunking.

The Game Options screen allows you to select the length of each quarter: from two minutes right up to twelve. You can shift the skill levels from Youth Squad through to International standard. Game speed can be altered, officials selected and league style chosen (two leagues of eight, or one big league of sixteen).

If you're into tactics, you can change 'em. You can even run through the movements your players should be following, using the nifty Animation option. If you've always wanted a team that included Paul Daniels and the twins from *Neighbours*, aim for the Create Teams box. Once there, you can alter their attributes and skills. If you feel Caroline would stand a better chance with Bouncer by changing her age, height, flair, pace, stamina or composure, you can do it. If Paul Daniels' lack of talent is too severe, you can improve his dribbling, stealing passes, jumping or shooting skills.

Meet 'Ron Hardman' in the Team Colours option. He also reappears in the Practice Skills menu. You can watch old Ron, mincing his way toward the net for a shot on goal. Luckily, this also allows you to pracitice those all-important skills.

The list of options goes on and on. Get into the game and you're treated to end-to-end stuff *à la Kick Off.* While playing, you can call time-outs, substitute players and change tactics. All pretty comprehensive, really.

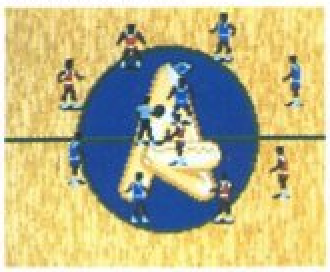
WHAT'S WHAT

TITLE	Tip Off
PUBLISHER	Anco
PRICE	£25.99
FORMAT	ST/Amiga
RELEASED	Jan/Out now

Douglas: I must admit, when I first loaded *Tip Off*, I thought, "Ooh dear, I wish I'd looked at the manual." But even without it, I soon found myself scoring baskets. The control system is a credit to Anco. If anything, it plays better than *Kick Off 2*. Perhaps its due to the fact that there are only five players, instead of ten, under your control. Maybe it's because the court isn't as big. Whatever it is, it works!

Minor criticisms include the fact that it's too easy to score distant baskets, and it's damn hard to defend once your opponent's on the attack. But that, of course, could just be down to me. The Scanner option also seemed a bit useless, but then I never used it in *Kick Off* either.

If you liked *Kick Off 2*, you should love *Tip Off*. The sound is functional after a smooth introduction, limiting itself to the cheers of the crowd, bounce of the ball, skid of the shoes and the obligatory referee's whistle. Similarly, the graphics do the job clearly. All in all, it's a real corker. Just watch out for Ron – he's coming to get you!



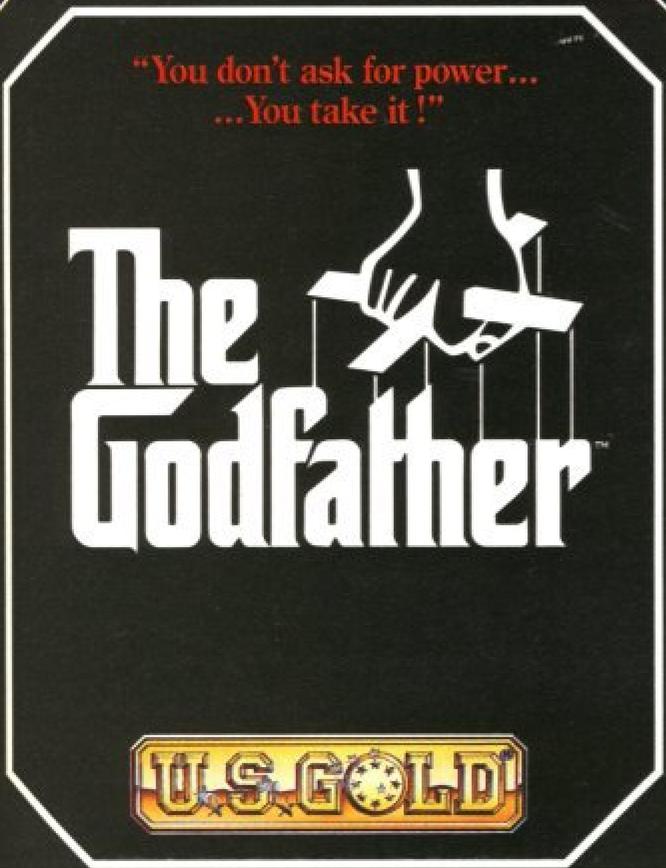
GRAPHICS	87	ADDICTIVENESS	92
SOUND	85	EXECUTION	90

OVERALL 90

STOP

RK OF A WINNER

THE GODFATHER™ – ACTION GAME



AMIGA



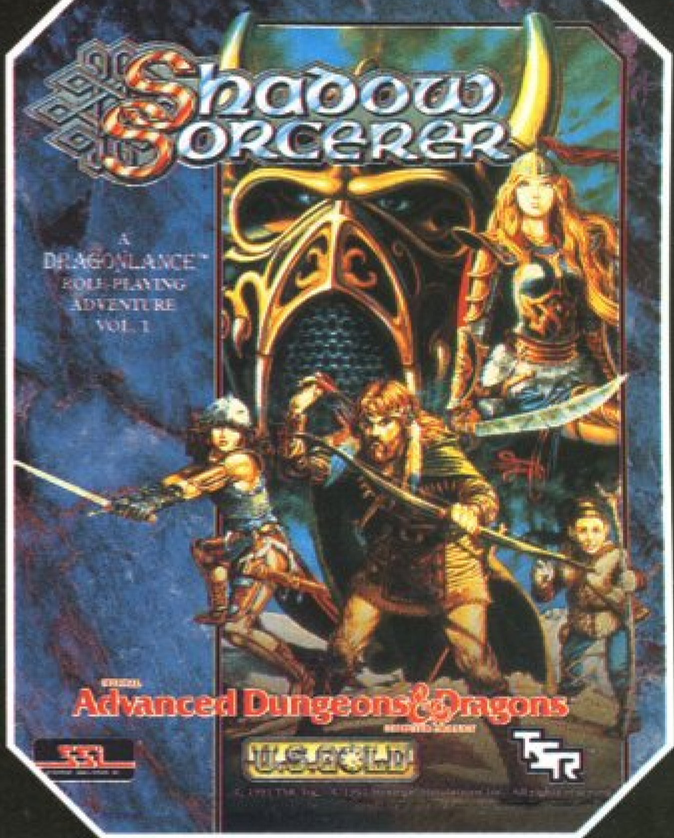
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- *Full colour allowing stunning detail and realism.*
- *Unique graphic interaction sequences.*
- *Superb action mixed with quick decision making.*
- *Collect hidden bonuses to advance through the game.*

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SHADOW SORCERER



ATARI ST



SHADOW SORCERER

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- *100% "Point 'n' click" icon control.*
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- *Control up to 4 characters in a life or death struggle against evil.*
- *Hexagonal grid, wilderness map for outdoor confrontations.*
- *3D "animated miniatures" represent your cast of characters in real-time combat action.*

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Screen shots are only intended to be illustrative of the gameplay and not the screen graphics which may vary considerably between different formats in quality and appearance and are subject to the computers specification.

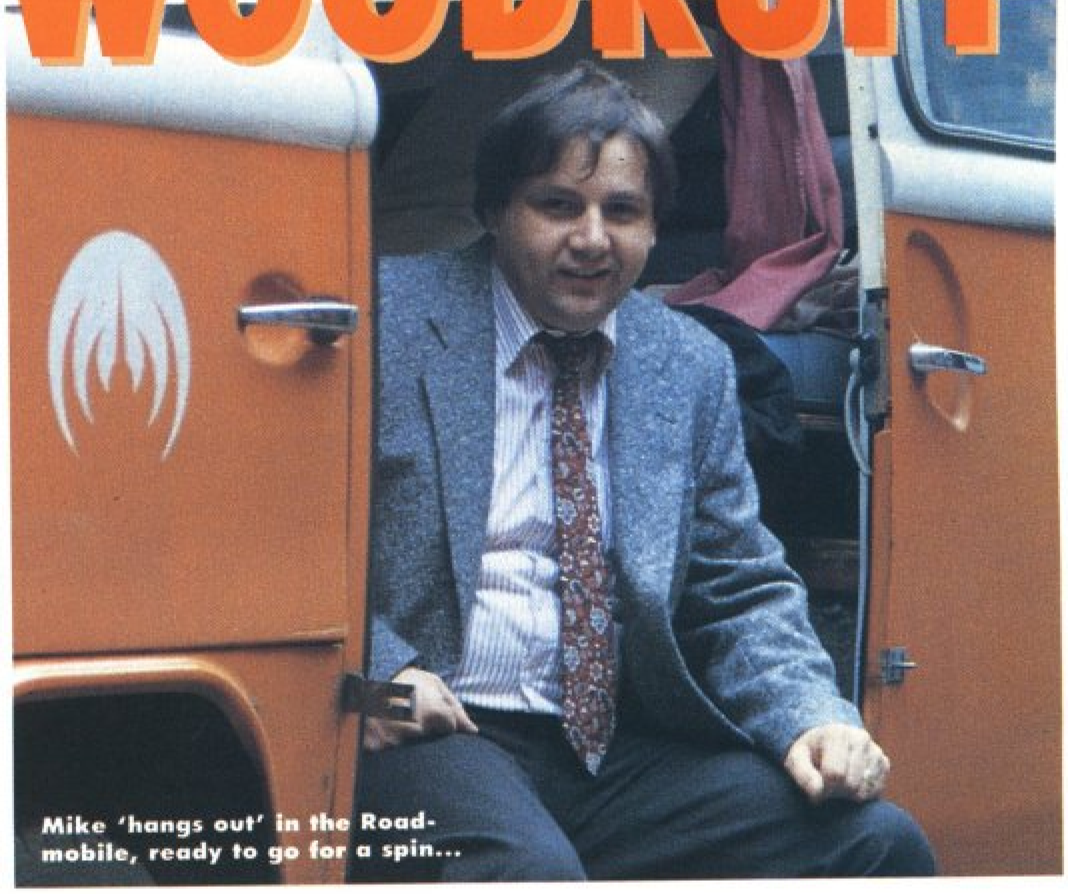
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On the ZERO roof, in the kitchen, in the toilet, by the fireplace... we've done them all. So where on earth could we interview this month's victim, the head honcho of Horrorsoft? Aha! Got it...

IN THE ZERO *'ROADMOBILE'* WITH MIKE WOODRUFF



Mike 'hangs out' in the Road-mobile, ready to go for a spin...

SCENE ONE

In which Mike starts using the ZERO interview to plug Waxworks, *his next Horrorsoft game. We don't put up much resistance.*



ZERO: So, Mike, what do you think abou...

MIKE: *Waxworks*, which we're doing with Accolade, is based on the film of the same name. Well, not 'based' so much, *inspired* really. It's *inspired* by the film. You'll be going into a waxworks and you'll interact with all the characters inside.

ZERO: Oh, right. Horror characters, we'll be bound.

MIKE: Yes. There'll be Jack The Ripper, numerous kings and queens, a pyramid *(Eh? Ed.)*, the Marquis de Sade – actually, there's a big argument going on between the Horrorsoft artists at the moment over who's going to do the Marquis de Sade bit – anyway, where was I? Oh yes. There'll also be triffids and...

ZERO: Hang on, why do all your artists want to do the Marquis de Sade scenes in particular?

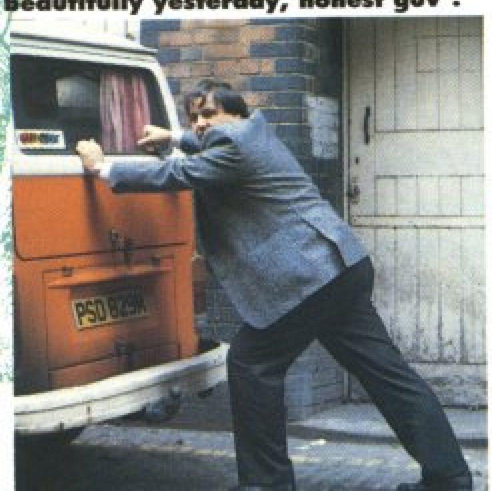
MIKE: Because they're a bloodthirsty bunch. It's as simple as that. The fighting sequences with de Sade are going to be terrific, with 48 animation frames on the character alone. It's going to be a duel to the death with swords. The Marquis is going to have six attack positions and six defence positions – the screen is split up into half a dozen areas and he'll actually lunge towards you with the point of his weapon. *(Oo-er. Ed.)* You've got to anticipate where and when these lunges will come, in order to defend yourself. Then you'll have to do the same back to him. In the Marquis de Sade sequence you use swords, but in some of the fights with the other characters you'll only be able to use the weapons you've found lying around, or even just your bare fists in some cases. So there'll be a lot of variation throughout.

ZERO: Apparently there's going to be a devil-worship scene somewhere in the game?

MIKE: Yes, devil-worship, with chanting and leaping about. *Waxworks* is going to be very big, with lots of things in it.

ZERO: And presumably with all the splendiferous Horrorsoft graphics, the game is going to come on at least two billion disks.

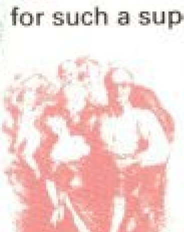
MIKE: Probably five, but we try to construct our games around the weaknesses of the machines. We make the game in areas, so you avoid having to continually disk-swap from area to area – as long as you're not playing it stupidly, of course. The relatively small amount of disk-swapping a sensible player will have to endure in *Waxworks* – as with *Elvira I* and *II* – is well worth it, for such a superb product.



Er... sorry, Mike. It was running beautifully yesterday, honest guv'.

SCENE TWO

In which Mike continues to talk about Waxworks *while we try to stop him by talking in nonsensical cockney rhyming slang.*



MIKE: With the system we use, which we also invented and developed, we're able to complete a massive game such as *Waxworks* in about seven, eight or, at the most, nine months.

ZERO: Apples and pears, trouble and strife, it's a bargain missus, onions twenty bob a pound.

MIKE: It's a very fast system, and we can do everything with a small amount of people. Just three artists, Alan *(Welsman of Accolade. Ed.)* and myself. You just won't believe *that Waxworks* has been put together by a team, essentially, of five.

ZERO: My old man's a dustman, he wears a dustman's hat, he wears gor-blimey trousers and he lives in a council flat! Hoy!

MIKE: What?

ZERO: Er, nothing. Your artists are pretty brill, but do they ever over-step the mark?

MIKE: In what way?

ZERO: Have you had to drop stuff they've produced because it was too 'pacy', even for a Horrorsoft product?

MIKE: Not really, no. Not very often, anyway. They're given a total brief – which they hardly ever stick to, I have to admit – but they're kept within fairly strict guidelines, nevertheless.

ZERO: Bananas thruppence. Potatoes five for a tanner.

MIKE: Uh?

SCENE THREE

In which Mike is still talking about Waxworks, *but also mentions the American side of his operation.*



ZERO: So how does the whole 'briefing' process work, then? Where do these strict guidelines actually come from?

MIKE: The first thing we do is produce an overview of a product and then submit that to the producer, at Accolade

in America. He'll go through several design specs, decide on the one he wants to do and then 'take it in front of the board'. Then there are a series of product meetings until they eventually decide: "Yes, we'll do that one," or "No, we won't." It's a lengthy process. It took six months for *Waxworks* to go from submission of design to getting the contract signed.

ZERO: But then you did the game?

MIKE: No. Then we did a completely detailed game spec and design spec, sent it to Accolade and they added their own input. Like I said, it takes absolutely ages. By the time the *Waxworks* design spec was finished and approved, I already had half the graphics done.

ZERO: But they also have to see and approve the graphics, surely?

MIKE: Well, yes – we had to cover some breasts up in Elvira, but as long as the graphics are basically within the guidelines given to us, there's no problem – and we know exactly where we stand now.



Yeah, sure we'll give you a lift, Mike. All you've got to is fix the motor first.

ZERO: So what happens next?

MIKE: When the game's nearly finished, in the last month of the process, the Americans put about six people on the case who are constantly play-testing the thing – as a result we end up with a very polished product. In fact if you look at any American product, you'll notice a marked difference to a UK product, regarding the amount of polish on the end game. You don't get bugs – or very few. They're very well play-tested, American games – the manuals are good, everything is good.

ZERO: So you reckon it's mainly down to the play-testing then, the fact that American productions are better than their UK counterparts?

MIKE: No, no, it's basically that the Americans are so picky. Sooooo picky. Sometimes it drives you mad, but it's worth it at the end of the day. And with us, working with Accolade in the way that we do, it also works well from a timing point of view. For instance, we work during the day and the evening, so every night we modem the changes we've made across to America. They've got the game sitting on a hard drive, right? So we copy all the files we've changed from the last modem to Accolade, they distribute it around their play-testers and test it while we're asleep. Next morning, we get in, they've faxed all the bugs over to us and we spend the day fixing them, then off goes the new version that night, back to the States through the modem. And so on. Basically, we've got a 24- hour operation going. That's one of the reasons why *Waxworks* will be so polished, even though it'll have taken a relatively short time to produce.

ZERO: Ham and eggs, Barnet fair. Gawd bless the Queen mum, she's a blinkin' diamond and no mistake.

MIKE: Eh???

ZERO: Ahem. Nothing. You used to own a music shop, didn't you? What's the nation's favourite brand of guitar strings?



SCENE FOUR

In which Mike is talking about guitar strings and doesn't mention Waxworks *at all. (Well, almost not at all.)*

MIKE: Guitar strings, eh? Well, the most popular have got to be Ernie Ball.

ZERO: Which gauge sold better? Super Slinkys or Extra Slinkys?

MIKE: Well, about the same really – the Gibson players tended to go for the Extra Slinkys, while the Fender players went for the Super Slinkys. We used to sell quite a lot of the custom gauge Ernie Balls as well, but the Extras and Supers were up at the top of the list. players generally won't buy a whole set you know, just one at a time.

MIKE: Er, I've just thought about something else to do with *Waxworks* that I haven't told you yet...

ZERO: Ten and ninepence, Pearly King, Bob's yer uncle, lawks a lordy an' that, roll up, roll up, God bless yer merry gentlemen, yer blood's worth bottling!

MIKE: Whaaat?

HORRORSOFT ART COMPETITION

WIN A HORRORSOFT GOODIEBAG OR A CHANCE OF A LIFETIME*

A chance of a lifetime. Always on the lookout for new talent, the Horrorsoft team want YOU to send THEM a sample piece of computer artwork. If it's very good, you'll win the rather fab goodiebag. But if your entry is unbelievably brilliant, you'll win something beyond mere price: your name, address and phone number could end up in Horrorsoft's 'We May Well Get In Touch-o-Fax' – neat, eh? And they'll be looking at *everything* you send. So what do you have to do? Read on...

NERYS HUGHES' TIME TUNNEL GAME

Here's an imaginary scenario for you. Horrorsoft has secured two licences: the Nerys Hughes Licence and the *Time Tunnel* licence. Accolade has suggested a game should be produced combining the two. So that's the brief – Nerys Hughes and the *Time Tunnel*, both in one game. The game can be a shoot 'em up, an adventure, a beat 'em up, a platformy thing or anything you want. All we need from you is the title screen. Just one title screen.

So get out your ST, Amiga or PC art package and paint a title screen for the *Nerys Hughes' Time Tunnel Game*. As long as it's not crap, and both Nerys and the *Time Tunnel* are in it somewhere, you're in with a chance. Kevin, Paul and Maria at Horrorsoft knocked out an example on *Cyberpaint* to help give you the idea – graphics, text and Nerys. Send your entries in by February 29, addressing them: Nerys Hughes' Time Tunnel Compo, ZERO, Dennis Publishing, 14 Rathbone Place, London W1P 1DE.





**If your entry is truly outstanding.*

JOHN MADDEN FOOTBALL

Racing is 'the sport of kings', boxing 'the sport of gentlemen' and American football 'the sport of serial killers'. So *Patrick McCarthy* prefers to play *computer* American Football games, like *John Madden Football*.

ZERO HERO

John Madden Football originally appeared on the PC, but only really became 'famous' when the Mega Drive version was released. What can you say about it on the MD that hasn't already been said? You could say it's crap of course, nobody's said that, but that's because it isn't. You could say it's the worst example of a Gordon Banks eye-patch you've ever seen, but that's just a bit of a silly thing to say. (*When has that stopped you in the past? Ed.*) It's just very, very good, and any Amiga owners who have friends with Mega Drives will be heartily sick of the basts going on about it. Still, that's why the Lord gave us baseball bats. You can't afford said weaponry? Well, you can buy *John Madden Football* on the Amiga...

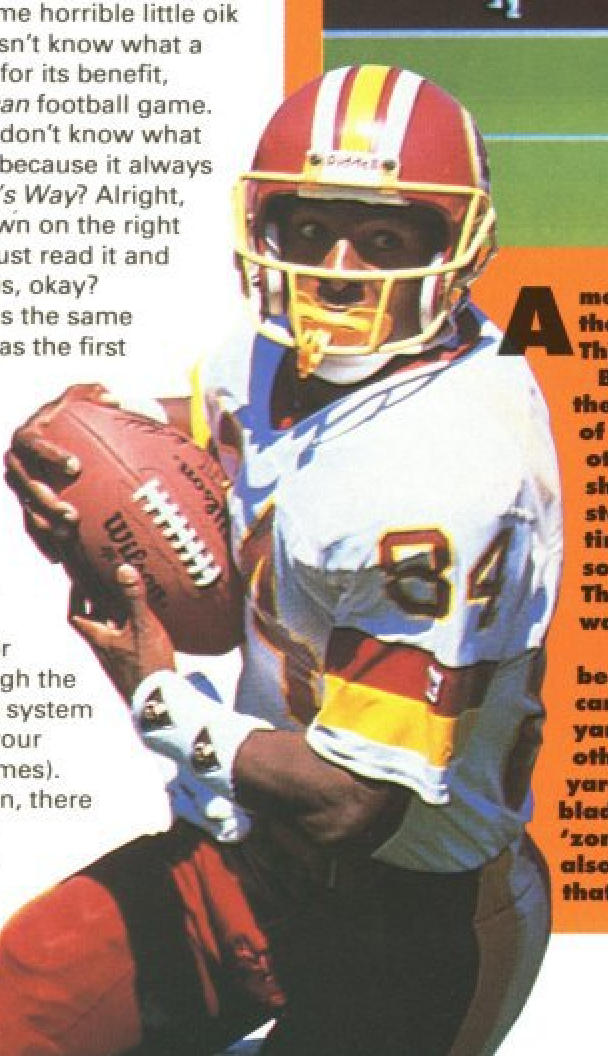
There's always some horrible little oik somewhere who doesn't know what a game is all about, so for its benefit, *Madden* is an *American* football game. Whaddya mean, you don't know what American Football is because it always clashed with *Howard's Way*? Alright, there's a quick rundown on the right for people like you. Just read it and then come back to this, okay?

Amiga *Madden* has the same options and facilities as the first MD version (not the stunning new *Madden 92*). There are sixteen teams, and you can play regular season games (one-offs), sudden death games (first to score wins – good for practising) or battle your way through the play-offs (a password system enables you to save your progress between games).

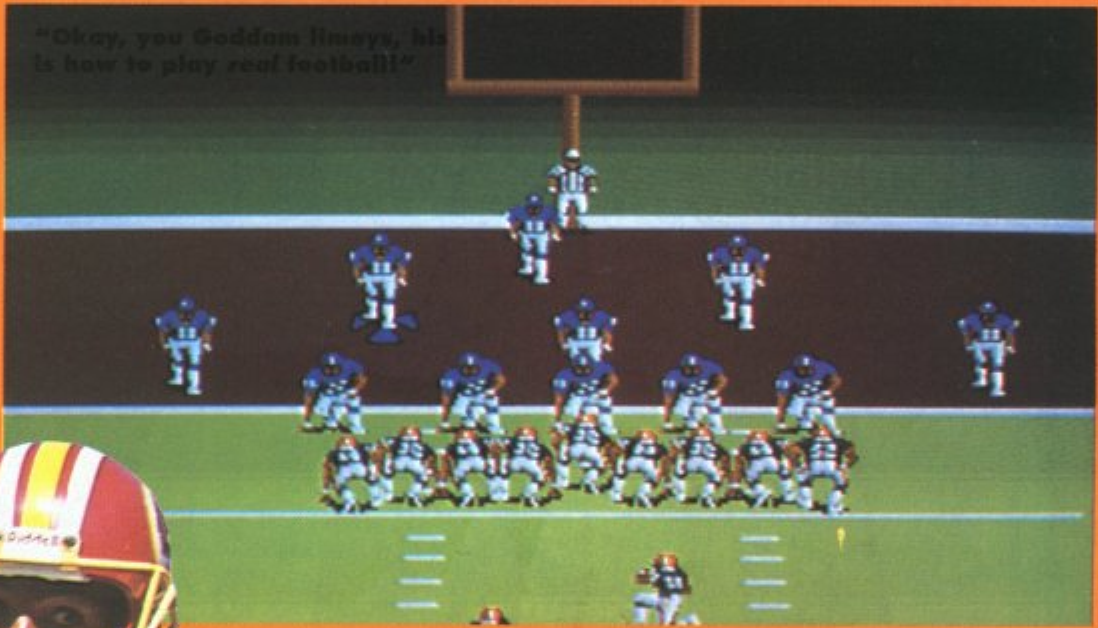
Like the MD version, there are no instant-replay facilities, but you can watch a play in slow-motion, a frame at a time. You can select the pitch and weather conditions in regular season play, but not in the play-offs. You can play against the computer or another person, who doesn't necessarily have to be a friend. (In fact, it's normally more fun if you hate them.)

Interestingly, EA have also decided to keep the control and playing methods used in the Mega Drive version (which was based on button A, B and C selections). This means you have to emulate the button-pressing with combined fire-buttoning and joystick movement. It's odd, though, that they've kept the A, B and C next to the options, when direction arrows are all you really need. The play-selection method is also the same, with the same plays and the same sub-divisions of 'sets' of players, formations then plays.

So how does it work with a joystick?



AMERICAN FOOTBALL FOR BEGINNERS

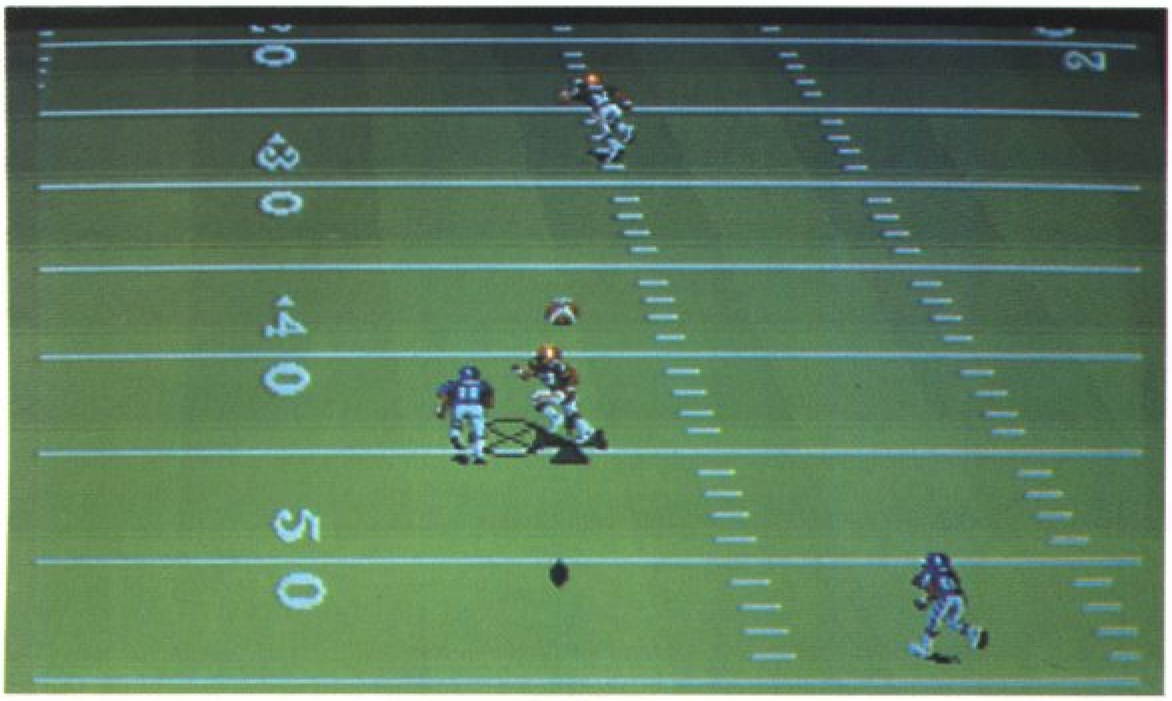


"Okay, you Goddam limeys, his is how to play *real* football!"

American Football differs from proper, English football in that the ball is only touched by anybody's foot about twice a game. This begs the question: why is it called football? Who cares.

Basically, ninety hyper-thyroidic monsters, smashed out of their heads on stimulants and bulging to the gums from years of steroid abuse, spend three hours hammering into each other wearing fifty-pound metal helmets and polystyrene shirts. (Remember, kids – it's not clever or amusing to do steroids, and it shrinks your winkle.) Only an hour of this time is accounted for, because the clock stops every time somebody falls over so that they can remove the dead. There's a lot of emphasis on getting ten yards, because that was the width of the Mayflower and it's very symbolic.

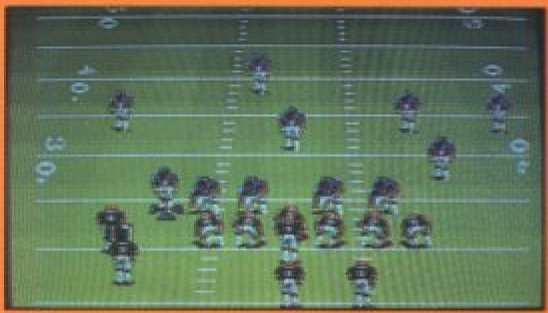
You get four chances (or 'downs', as they're known, because that's where you end up) to get ten yards whilst carrying a sharpened inflated pig's bladder. If you *do* get ten yards, you have to get another ten yards. If you don't, the other team gets a go. You're allowed to get more than ten yards if you want, but this is showing off, really. Get the bladder into the 'end zone' (the fancy technical term for the 'zone' at the 'end' of the pitch) and you get six points. There's also the odd bit of kicking, but nobody pays any attention to that. Right? Right.



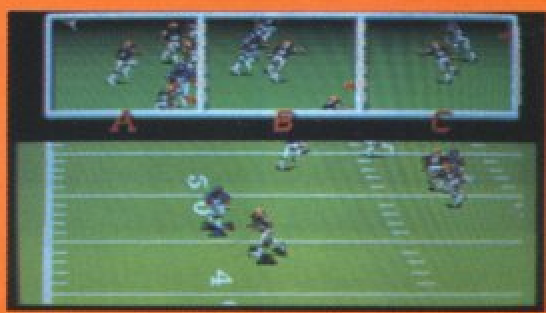
"Hmmm... I can't decide whether to catch the ball or just plough into opposition..."

QUARTERBACKING

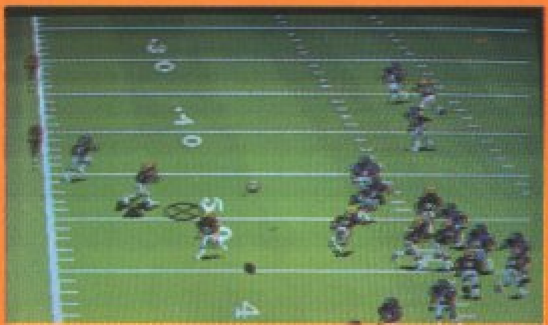
FOR FUN & PROFIT



The big man on the left weighs about eighteen stones, can run 40 yards in 4.5 seconds, and wants to take your eyes out with his studs. So what are you going to do about it?



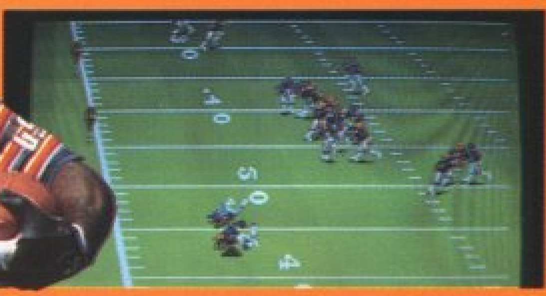
Taking advantage of the rule that says he can't maim you if you haven't got the ball, you decide on the popular 'run backwards and quickly throw the ball to someone else' move.



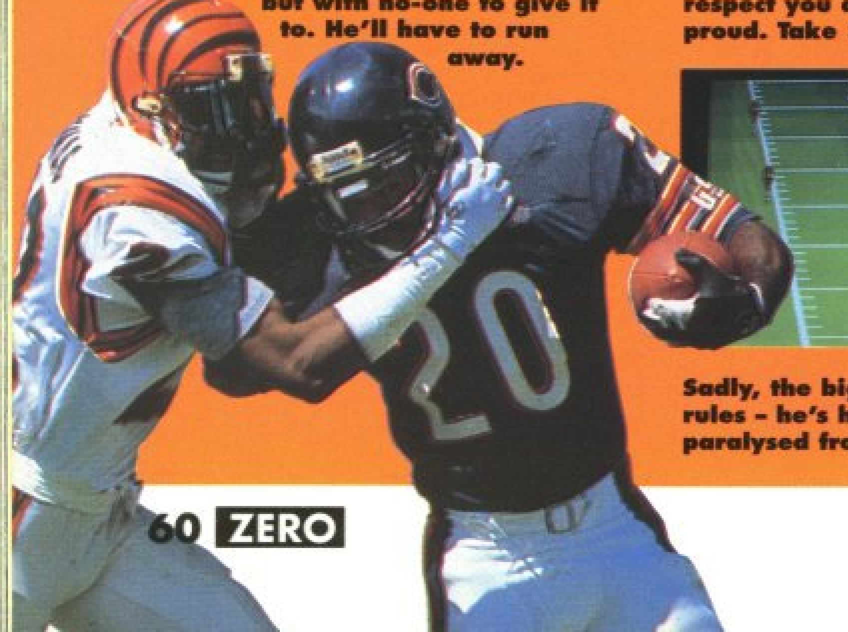
If your team-mate catches it, he'll be faced with the same problem you had, but with no-one to give it to. He'll have to run away.



He accidentally runs into the end zone. You have completed a touchdown pass. The crowd loves you, your team-mates respect you and your parents are very proud. Take $2,000,000.



Sadly, the big man doesn't play by the rules – he's hit you anyway and you're paralysed from the neck down.



AMIGA

Patrick: Blimey. This looks so much like the Mega Drive game that a stupid person like myself could easily be confused. There are differences – like the more refined player figures – but the view scrolls around the pitch with the same smoothness that made everyone wet their trousers when the MD version first appeared.

The only non-console American footy game that has attempted the same kind of complexity of control over individual players as this is *Mike Ditka* on the PC. Although you can jump between players in the same way in *Ditka*, you don't get the range of things to do once you have control that you get in *Madden*.

The controls available to you are extensive. If you're in possession, you can dive or jump to catch a thrown ball. Once you're the ball-carrier, you can dive or put your head down and charge, or even spin around to avoid tackles. As a defender, you can snap control between defending players as the situation warrants, try to intercept or knock away passes, tackle the man or try to strip the ball from his grasp. On the Mega Drive, this all becomes intuitive very quickly. It's not quite as easy with a joystick and one button, and you'll find you need to concentrate more. Make sure you have a glitch-free joystick with fire buttons that don't accidentally repeat, don't hold things for too long, and you'll be alright.

Presumably because of memory availability, there are no instant-replay facilities, but then there weren't on the first MD version either. You can, however, watch a play one frame at a time, although you can't really do that and still throw a pass effectively.

I've spent a long time talking about the control methods, haven't I? That's because it's such an excellent conversion, this is the one area where the game could stand or fall. Once you're used to it, it works very well and the playability shines. There's a tendency to take it for granted, being used to the MD version, but when you return to the other non-console games you realise just how good it is. It's a dream of a game for Amiga owners, and pours large buckets of wee over every other non-console American Football game. Wonderful stuff.

STOP

GRAPHICS	92	ADDICTIVENESS	87	OVERALL 93
SOUND	85	EXECUTION	92	

WHAT'S WHAT

TITLE	John Madden Football
PUBLISHER	Electronic Arts
FORMAT	Amiga
PRICE	Tba
RELEASED	Late January

stereo MASTER

When you are considering purchasing a sound sampler there are plenty to choose from. Why compromise? your choice should be the new full featured STEREO MASTER for the Amiga, with software that is designed from our top selling Amiga sampler AMAS and a package that gives you more extras than a M series BMW. By purchasing this state of the art product which combines a quality sampler with the expertise of over 10 years of software programming, you are purchasing a top quality product with the knowledge that it is not only compatible with existing Microdeal products but will also be with future ones.

What is Stereo Master

Stereo Master is a low cost, high quality sound sampler for the Amiga range of computers. The sampler cartridge included in this package plugs into the printer port at the rear of the computer and allows you to analyze the sounds coming in from devices such as Personal Cassette Players, Compact Disc Players etc, or change the way they sound using the Real Time Special Effects or record them. Once in the computer STEREO MASTERS unique editor will enable you to edit the sound in practically any way you can imagine. Once you have the sound sample how you want it, you may incorporate it into your own Demo's or use STEREO MASTERS own built in sample sequencer to play back the sample in sequence with other samples!



MAIN SCREEN

The Sampling Software

Every feature you would expect to find in a professional editing suite including:

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- Filter sample with soft/medium/hard filter
- Selectable trigger volumes
- Record frequency from 3.0 to 55.9 Khz
- Full editing and control facility for left/right channels
- Playback volumes
- Decrease volume
- Increase volume
- Bounce sample
- Paste sample
- Trigger recording
- Clear left/right samples
- Loop sample



THE SPECIAL EFFECTS CONTROL PANEL

The Special Effects Software

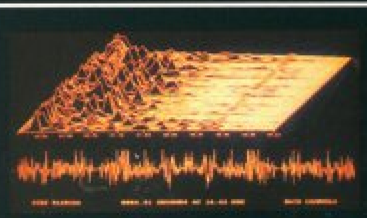
For the first time ever you can emulate special sound effects in real time just like the sound labs can for film studios, normally the hardware to produce these effects would cost 100's of times more than this package. Features on the FX menu include;

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- Fully programmable special effects so that customised effects can be recalled

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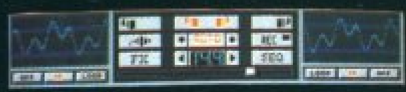
- 3D display of sample frequencies (Fast fourier transform)
- 3D display also includes 2D envelope display plus sample information.
- Built in Stereo spectrum analyzer
- Stereo Oscilloscopes with trigger markers



3D DISPLAY OF SAMPLE FREQUENCIES (FFT)



STEREO SPECTRUM ANALYZERS



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THE SEQUENCER CONTROL PANEL

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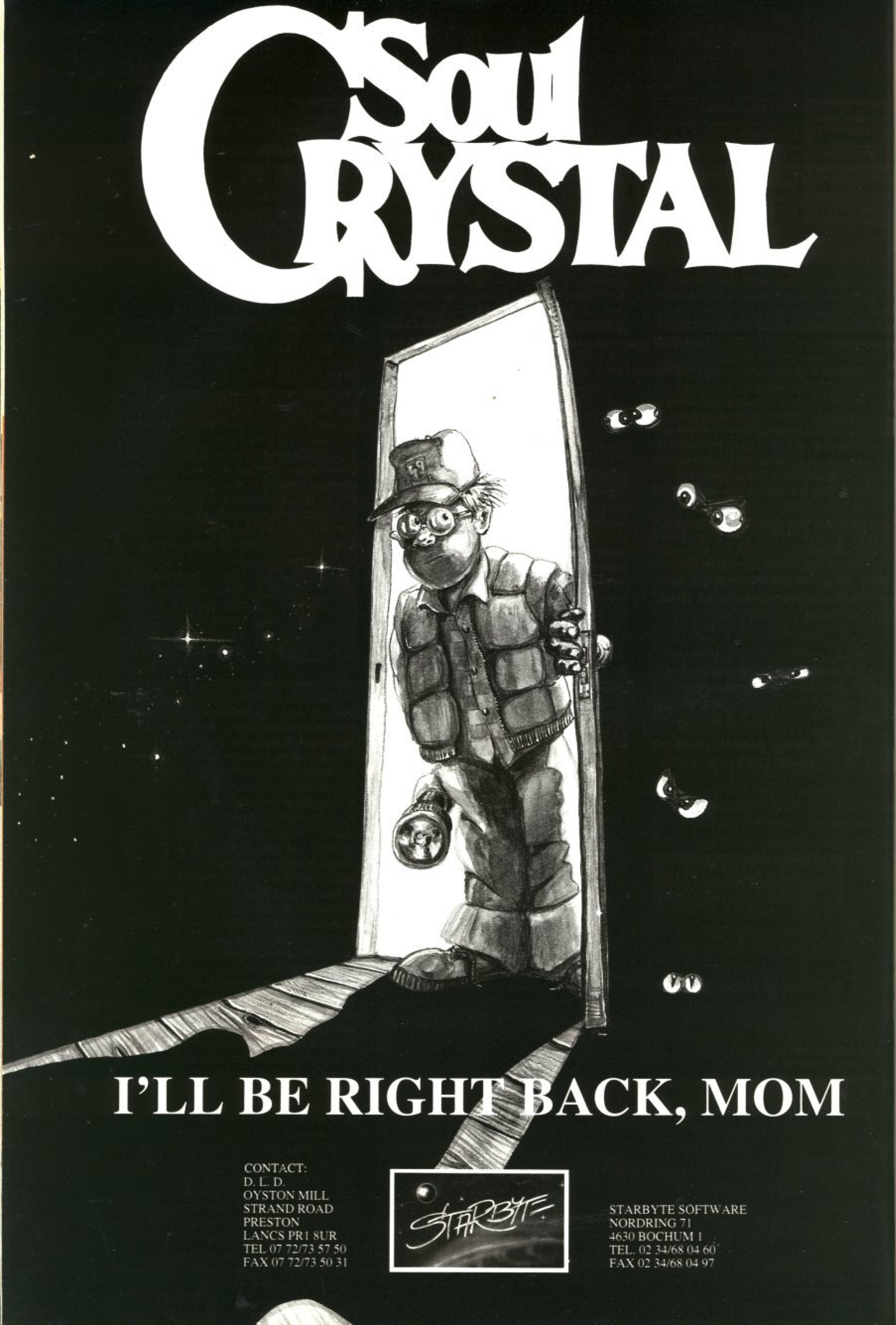
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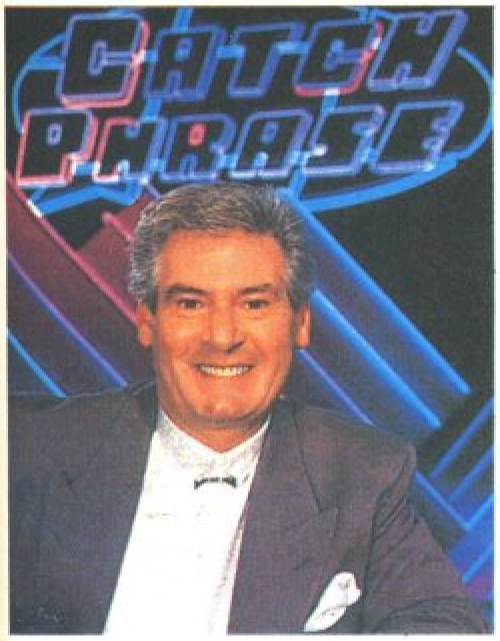
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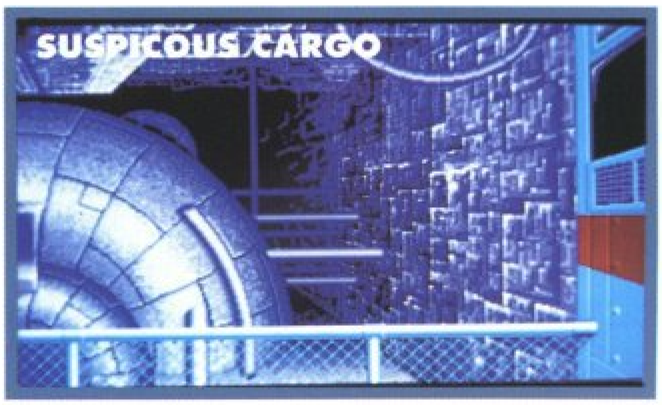
SHORTS

In the first of an occasional series of Pro-Celebrity Shorts, we are joined by Roy Walker, the ever-popular host of TV's *Catchphrase*. Let's see what Roy thought of this month's contenders...



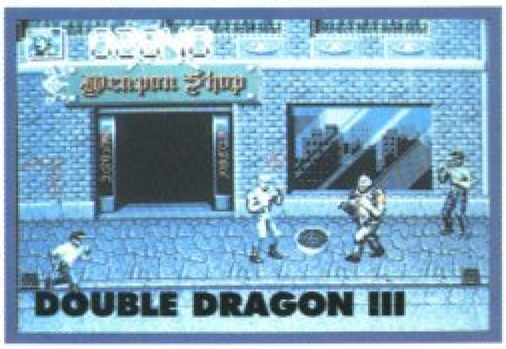
So Roy, let's start off with a couple of PC games from Virgin - **Floor 13** and **Conan The Cimmerian**. *Floor 13*'s good if you fancy subverting democracy in the name of democracy. (*Eh? Ed.*) You play the head of a secret government department in charge of hassling trouble-makers. Its fun if you're a crypto-fascist, and even if you're not. On the other hand, *Conan*'s just plain awful. Just like Conan himself, it's all muscles and no charisma. Probably okay if you like RPG games – but I don't, and neither does Roy!

I've never actually seen the film **Home Alone**, but if its anything like Capstone/Accolade's rendition on the PC, I don't think I'll waste my time doing so. Basically, you run around the house laying traps for the burglars. For sad fans of Macaulay Culkin only! (Okay, so Roy liked it, but what does he know?)

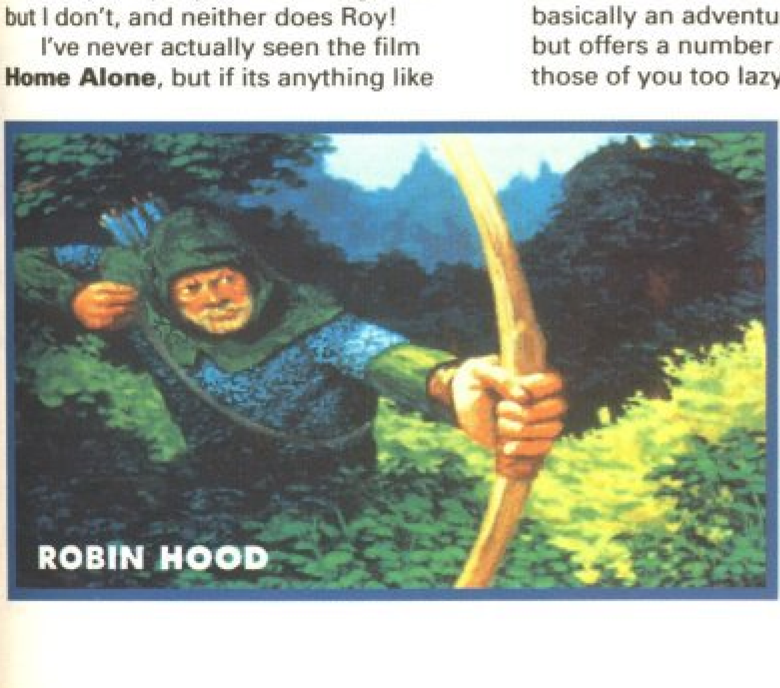

SUSPICOUS CARGO

Roy wasn't so keen on Mindscape's **Moonstone - A Hard Day's Knight** (ouch!) as he felt it wasn't wholesome family entertainment like *Catchphrase*. Me, I liked it. Okay, so the plot won't win any prizes for originality in this graphical map-based quest, but there are some nice touches in here. Be warned though, if your granny's Mary Whitehouse (in which case you have my pity), then steer clear – there's a lot of lovely, gratuitous violence! (This game's actually been banned in Germany, fact fans).

Sierra have brought us a couple of adventure-style offerings: **Conquests Of The Longbow – The Legend Of Robin Hood**, and **Castle Of Dr Brain**, both on the PC. The only problem is, when Americans attempt to tell stories from British folklore, the tales always lose something in the translation. *Conquests Of The Longbow* is, to be frank, condescending to all students of medieval history. Anachronisms abound, and playing the game's like watching Robert Wagner stumble through a '50s epic. The game provides little in the way of education or entertainment. *Castle Of Dr Brain*, by contrast, isn't at all bad. It looks as if it's designed for kids to play with, but I can tell you it's not that simple. Progress hinges on you solving a number of logic problems on various themes. Worth a look if you've got a bit of time to kill, especially if any brats are about.


DOUBLE DRAGON III

Suspicious Cargo got a couple of Brums in trouble, but Gremlin shouldn't fare too badly with their effort. It's basically an adventure game in space, but offers a number of short cuts for those of you too lazy (or too crap) to type. It sports some good graphics, and the interface works well. I suspect, though, that hardened adventurers will find it a bit limited.


ROBIN HOOD

Quickly on to **Double Dragon III** from the Sales Curve. This is pretty ropey, actually. Like most of this stuff, once you've found the right move you're sorted. You might want to play to the end, but I doubt it. Best avoided!

Roy and I agreed that there seems to be a lot of puzzle games around these days, and at first glance **Devious Designs** from Image Works looks like a good example of this genre. Sadly, the flash graphics can't make up for the serious lack of long-term playability.

The Dizzy Collection from Code Masters is good value if you're under ten years of age. Anyone of an older disposition will find the gameplay and graphics too patronising to bother with.

Desperate to take advantage of Elvira (oo-er) while they have the licence, Flair have brought us **Elvira, The Arcade Game**. Graphics are good in this collect 'n' kill romp. If you fancy taking a walk with Elvira, then this game may well be right up your street.

Finally there's the excellent **PGA Tour Golf +**, the plus bit being three extra courses, making a total of seven, and three additional tournaments to go with them. If you haven't got it yet, now's the time to cough up the readies. What more can I say?

So, which one would Roy go for? Well, being bland and tasteless, his first instincts drew him to *Conan The Cimmerian*, but for its total lack of originality and depth, Roy plumps for *Dragon Ninja III*.

"That's a good guess, but its not right".

Get out, Roy!

STOP

If you think Roy Walker needs a better catchphrase than "That's a good guess, but it's not right", then fill in the following form.

Dear Roy Walker,
I think your wonderful show would be ever so much better if you changed your catchphrase to:

____

____

____

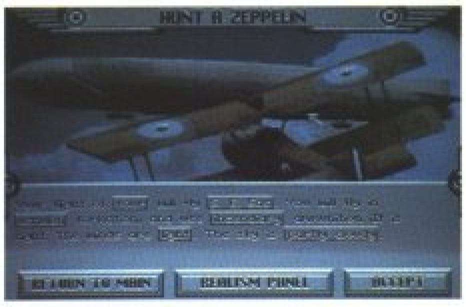
Signed, ________________

Send the letter to Ireland or something, and not to us.

DÉJÀ VU

RED BARON

We're about to achieve take-off with a three page Déjà Vu special, covering five high-flying titles that have been converted to new formats. And the first game on the runway is *Red Baron*... chocks away!



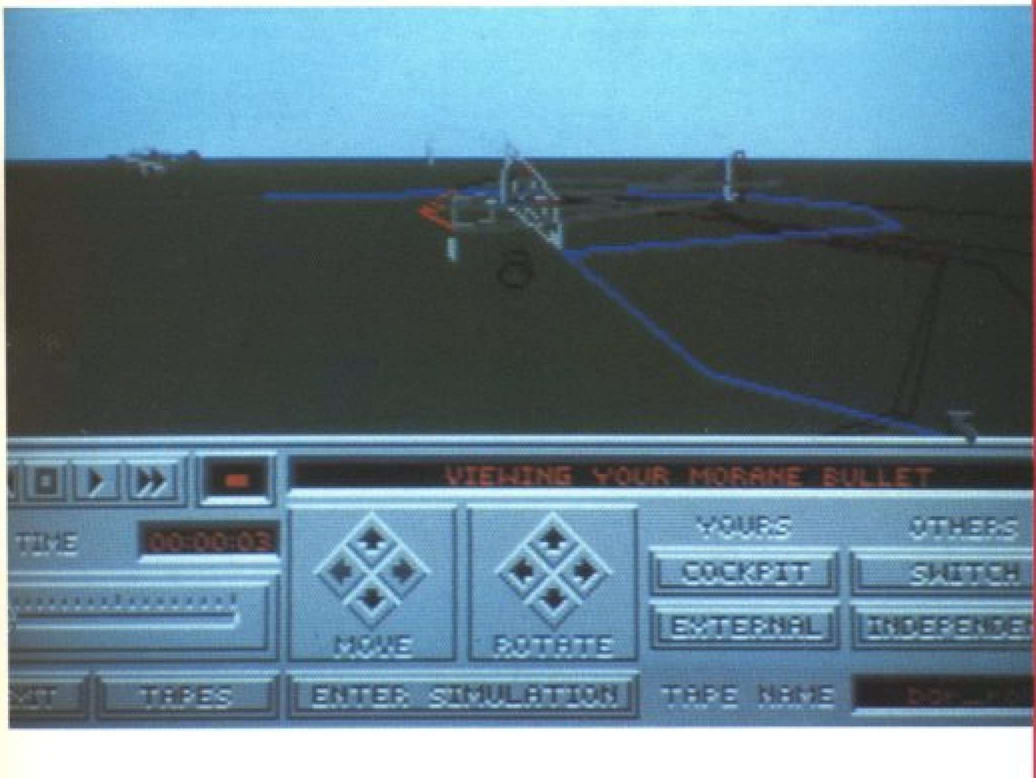
Dynamix/Sierra/£34.99/Out Now

Dynamix's *Red Baron,* in its PC incarnation, was the first game to ever score 94 on the ZERO excellent-o-meter. Frankly, it was fab. But what of Amiga owners who fancied a bit of aerial jiggery pokery? Well, there was Cinemaware's *Wings* – good fun, but not exactly a simulator. Apart from that there wasn't much going – until now, that is. Now we've got MicroProse's *Knights Of The Sky* (reviewed last issue) and... here it is... *Red Baron.*

In case you don't know, *Red Baron* is a flight simulator set in the First World War. Starting from the end of 1915, you get to fly for the German or British air forces in combat over the western front. All the options of the brilliant PC version are here, including dozens of single missions – from challenging an ace to hunting a zeppelin, or pursuing a whole career. There's also a full replay facility and while flying, you've got full external views at your disposal: look up, look down, chase plane view etc. You can alter all the parameters of the flight model so that the game can be played al-most as a shoot 'em up or, on the other, as a complex flight sim complete with rudder, carburettor freezing, sun glare and so on.

You can fly a whole mission from taking off to landing, or you can opt to 'start near the action' and quit out of the mission once you've completed it. One of the beauties of the PC version was the inclusion of maps – maps that actually bore relation to the gameplay. These are in the Amiga version too. You can actually navigate from them, following your progress in relation to landmarks shown in the graphics. Sounds promising, eh? Well let's find out, shall we?





David: In my opinion, *Red Baron* stuffed *KOTS* on PC, but what's the deal on the Amiga? Well, er... um... (*Get on with it! Ed.*)

Er, okay – in a nutshell, the Red Baron broke my heart. With his lilting Teutonic tones and dashing balding bonce, I... er... sorry, I'll write that again. Just like its predecesor, *A-10 Tank Killer,* this is another case of a cracking PC title failing to translate to the Amiga.

It's quite 'in' at the moment to introduce a new techy trade mark, such as Photoscape™, Rotoscape™, Virtual Theatre™ etc. Well, if Dynamix had to coin a similar term for its Amiga conversions, I'm afraid it would be Jerk-o-Vision™. To say this game moves at a snail's pace might well upset a lot of snails. The PC version was jerky on our bottom end machine, but you forgave it because of the huge depth of options, user-friendliness and total atmosphere. Turn the Amiga detail down to minimum and non-filled wire-frame graphics throw the atmosphere right out the window.

Dynamix is top notch when it coes to PC flight sims (see *Aces Of The Pacific* on page 18), but when it comes to the Amiga it should check out its competitors. Lucasfilm isn't going to produce *SWOTL* on the Amiga, because it knows it can't maintain the speed and quality. MicroProse has its Amiga and ST conversions written from scratch so that they're more compatible with the hardware. Bearing in mind the speed and graphical quality of similar games available at the moment, I think *Red Baron* is probably the slowest ever.

It might just be the case that if you've never seen the PC version and you're desperate for a WW1 sim, you may be able to live with the jerkiness of *Red Baron,* but for me the game is a huge disapointment. Even though *Knights Of The Sky* (PC) didn't come close to *Red Baron* (PC), I'd definitely buy *Knights Of The Sky* (Amiga) before this. (Sob, sob, blubber.)

STOP

GRAPHICS	75	ADDICTIVENESS	58	OVERALL 65
SOUND	70	EXECUTION	40	

HEART OF CHINA





Sierra/Dynamix/Amiga/ £34.99/Out Now

Old Chinese proverb say: "Man who left heart in San Francisco incorrect. Man come to China and leave not only heart, but kidneys, liver and nail clippings also." Spook.

Amaya: When Dynamix's *Heart Of China* appeared on the PC last year, it was a magical mix of breathtakingly beautiful scenes packed with adventure, puzzle-solving, arcade action, a girl, a hero, a death-defying ninja and, not surprisingly, rather a lot of Chinese people. The graphics were superb. Painstaking care had been taken to film real actors and their movements and digitize them into the game. Playing the game was akin to watching a film, except we were spared the likes of Jeff Bridges, Jane Seymour and David Yip (kindly slotting his part in between *Brookside* and a new series of *The Chinese Detective*). But I digress... because the burning question is: (no, no, not will there ever be a sequel to *Jamaica Inn?)* but is the Amiga version as rip-roaringly smart as the PC version? Well, I'm going to end this paragraph on a cliffhanger – i.e. you're going to have to read on to find out.

The place is Hong Kong, the year 1928. You start the game as Jake Masters, World War One flying ace and arrogant git. If anyone deserves a smack in the marth it's Jake and no mistake. He's also decided to throw caution to the wind and has taken to calling himself "Lucky". In addition old Chinese proverb say: "Never trust American with poncey haircut and furry jacket."

By a cruel twist of fate, Lucky has become a lackey (ho ho) to tycoon Eugene Lomax. Lomax's daughter, to be known hereon as Nurse Kate has been kidnapped by the tyrant Li Ding. He's offering a massive financial reward and Jake's massive er... debts make him the man for the job. However, old American proverb say: "Always get one of those cute, handy ninjas to do your dirty work."

So your task is to find a ninja so helpful he could rustle up a chop suey quicker than you can say Hong Kong Phooey. If you're as skill as I was, you'll find Zhao Chi no problem and convince him to ninja on down in hot pursuit of Nurse Kate. Getting him to set foot in "metal bird" (Mandarin for aeroplane) may prove more difficult.

Once achieved, the pair of you can then trek off to rescue Kate and the neat thing is you can swop between playing the loud-mouthed American or the astute Chinaman by simply clicking on the face icon at the bottom of the screen. Indeed you'll have to adopt this *Psycho*-like multi-personality if you're to have any chance of completing the game. And later on you'll even get to play Jane Seymour, er, I mean Nurse Kate.

The game has the possibility of several endings and a rather spooky signpost appears to warn you about a new plot branch. The control system is easy to master. Use your mouse to click on the response you want, click on the Lucky or Chi icon to call up their respective inventories or arm them and click around the screen to find useful objects or the exits.

My main reservation about this game is that it's not very difficult. Adroit adventurers may also find it lacking in the longevity stakes. However, it's a sheer joy to play if only to experience the cinematic graphics, atmospheric sound track, fab arcade action sequences (which appear as a welcome surprise) and the imaginative touches like when Chi and a mate speak unintelligbly in Chinese.

I played this game from a hard disk but be warned, *Heart Of China* comes on nine disks so it's bound to be plagued by loading waits. Nevertheless, on the Amiga it's well worth its weight in yen. Ha soh.

GRAPHICS	ADDICTIVENESS	SOUND	EXECUTION	OVERALL
90	88	87	86	90



Is it a bird? Is it a plane? Oh... it *is* a plane.

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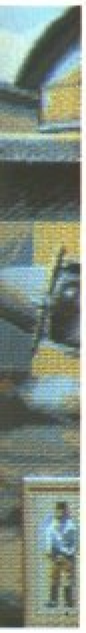
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OVERALL
90



A game does not have to be heavily advertised, based on a film, or a licensed property to be special . . . . .

From time to time something very special comes from the strangest places. Remember 'Tetris', if you think back long enough you may even remember the 'Rubiks Cube'. Now from Budapest in Eastern Europe comes ABANDONED PLACES, a game of such size and quality that it is said, will change the way we all play Fantasy Role-Playing Games . . . .

DÉJÀ VU

**You've seen them all before,
But surprise could be in store.
They're old, but also new,
Hence the name – Déjà Vu.**

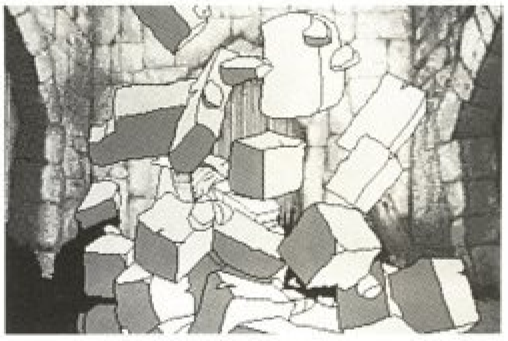
DRAGON'S LAIR
ESCAPE FROM SINGE'S CASTLE

Empire/£34.99/Out Now

ST

Chris: Blimey, talk about *déjà vu* – this one's really stretching the old grey cells. It was way back in 1981 that *Dragon's Lair* first hit the arcades. You must know the story by now: evil dragon, Singe, kidnaps fair Princess, Daphne, and is rescued by brave hero, Dirk The Daring. In this sequel to the original conversion by Readysoft, the rather daffy Princess has been kidnapped *again* – this time by the Shapeshifter, and Dirk must go through the castle *again* in order to rescue her, *again.* Now, Singe must have had some real cowboy builders doing his gaff out, as poor old Dirk has to negotiate such interior decoration horrors as collapsing ceilings and disappearing floors.

The ST translation of *Singe's Castle* captures the look and the spirit of the arcade game very competently. Sadly, this means that along with the amazing cartoon graphics comes the thin gameplay. Playing the game is very



much a hit and miss affair.

As a graphic display, *Escape From Singe's Castle* is great fun to watch, but as a game it's infuriating – once you've completed it, it's doubtful if you'd come back to it too often. The six-disk package is expensive and needs quite a bit of swopping, all of which detracts from the game. As with all these games it's a case of nice graphics, shame about the game.

GRAPHICS 91	ADDICTIVENESS 86	OVERALL 73
SOUND 70	EXECUTION 84	

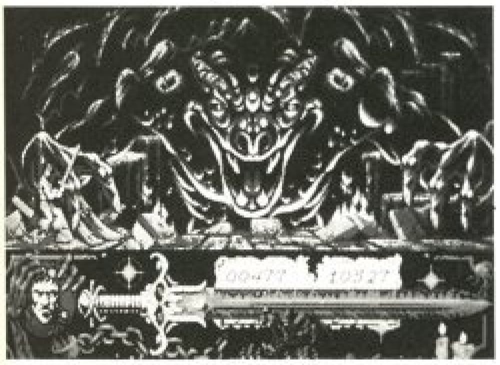
DEATH BRINGER

Empire/£25.99/Out Now

PC

Chris: It's time once again to don your fluffy loincloth, smear on some sexy body rub, grab your big sword and thrust menacingly into fantasy land. But if you can't make it to Cynthia Paine's house party, then Empire's *Deathbringer* offers the same kind of experience. Okay, so it doesn't – but I can dream. (*Weirdo! Ed.*)

The story behind this game is that some evil wizards have created a magic sword, called Deathbringer, to destroy a Robin Hood sort, called Karn, who's really annoying them. But unluckily for them, Karn (that's you) has got hold of



the sword and has set out to give the wizards a good seeing-to.

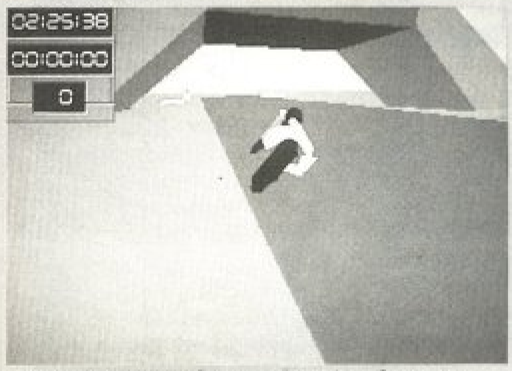
Sounds complicated? Don't worry – what we have here is a simple left to right scrolling, hack 'n' slash affair. The animation of Karn himself is a bit strange, and his repertoire of moves is limited, but generally the graphics are rather nifty. There's some good parallax scrolling for the background and detailed end-of-level guardians, including a dragon, a serpent and a trio of giants. Add to this a bouncy soundtrack, and *Deathbringer* makes for an entertaining foray into the land of the beat 'em up. But there's nothing really new here to make it stand out from the crowd.

GRAPHICS 82	ADDICTIVENESS 80	OVERALL 80
SOUND 76	EXECUTION 80	

TEAM SUZUKI

Gremlin/£24.99/Out Now

PC



Chris: Motorbikes – don't you just love 'em? David Essex does. Remember *Silver Dream Racer* – what a load of old crap, eh? Luckily, Gremlin's PC re-lease of *Team Suzuki* has nothing to do with the ageing rock star and singer of the unforgettable classic *Hold Me Close.* You'd have thought that after investing so much time writing the game, in close co-operation with the real Team Suzuki as it proudly boasts, the least they could do would be to get old Dave to provide the soundtrack, eh?

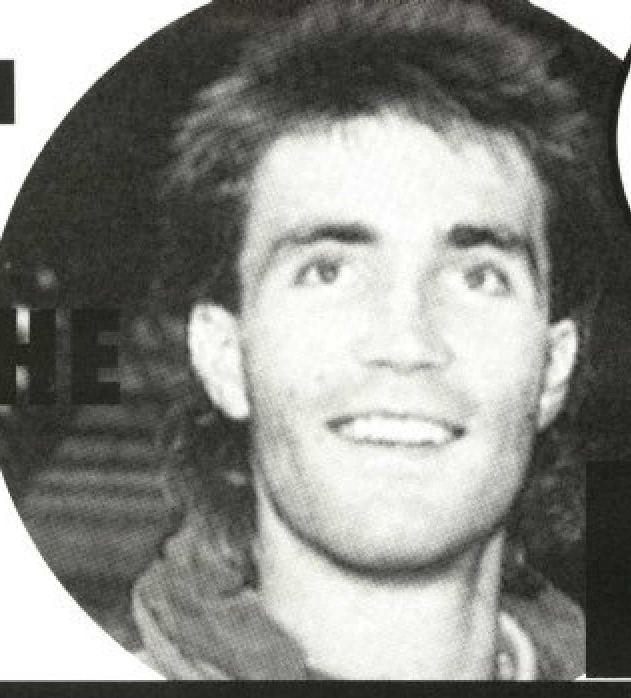
Yes, well... after trying this on the Amiga, I was afraid that the PC version would be more of the same, but it's far more playable and much more exciting. *Team Suzuki* is bang up to date with other simulations – it boasts fast 3D graphics, action replays, multiple camera angles and lots of other tweakable features.

The game gives you the option to race a full season, a single race or just practise – and in this game practice is certainly what's needed. The control mechanism takes quite a lot of getting used to – in fact you'll be embarrassingly crap when you start – but after a few races you'll soon be weaving your way through the field, roaring down the straights and, er... crashing off at the corners.



The game may be just a bit too difficult and scare off the average gamer, but sim freaks and bike nuts will enjoy it. To quote David Essex: "Yeah, right... it's got bikes in it, right, and, like... you race 'em, yeah, an' it's pretty good... awright, yeah".

GRAPHICS 84	ADDICTIVENESS 78	OVERALL 85
SOUND 82	EXECUTION 83	



IT'S THE BIG TE

OVER £4,000 WORTH OF TENNIS GEAR UPO

FRED PERRY'S GUIDE TO THE SECRET LANGUAGE OF TENNIS



Hi, I'm Fred Perry, and I'd like to take some time out from designing 'stylish' sportswear to fill you in on some of the more obscure lingo that we tennis veterans use when we're 'on the court'. Not only should this prove useful to you when you're next watching Wimbledon (or any of the other major international tournaments) on the good old BBC, but it just might help you to unravel those tough and tricky questions which stand between you and a spanking new racket. *(Steady on, Fred old chap. Ed.)*

● NEW BALLS PLEASE
Well, this doesn't really need explanation, does it? I mean, the balls, when they arrive, have to be new. 'Nuff said.

● LOVE
As Howard Jones once poignantly sang: "What is loo-ooo-ooo-oo-ve, anyway?" Well, in terms of tennis, it means nothing.

● PASSING SHOT
No-one (except Dan Maskell) knows what this means – it's a mystery, as Toyah Wilcox once sang. *(Who? The World.)*

● A VOLLEY
Boris Becker.

(That's enough Secret Language of Tennis, Fred. Ed.)

What's the big, bold, brassy ball game that captures the imagination of the nation come summertime? *(Crown green bowling? Cricket? Croquet? Ed.)* Nooo... it's tennis! *(Oh well, I was close. Ed.)* The resounding "thock... pock... thock... oooohh" of closely-fought skirmishes at the net, the "shlupp... mmmm... shlupp... mmmm" of strawberries and cream being eaten, the fizz of champagne in crystal flutes and paper cups, the pitter-patter-pitter-patter of the rain on those big court covers.

Tennis! The noble game has its own set of traditions over here in jolly old England, which date back to Henry VIII batting the hardened gall-bladder of an ox across a makeshift net comprised of the dried and stretched entrails of newly-executed traitors. More recent traditions have included the chirpy, bespectacled commentator and celebrated friend of Frank Panto, Harry Carpenter, intoning gravely over endless shots of a rainswept centre court. Other sights and sounds looked forward to by tennis fans the world over, come flaming June, include Dan Maskell's references to the sterling work of the, um... 'ball boys' and the 'fashionably grunty' delivery of many of the top female stars. Most traditional of all is the appearance of that veteran of 236 Wimbledons, Jimmy Connors – he of the big, bad bowly haircut – blowing on his fingertips in that irritating way between serves.

Ah, yes – we love tennis! And so, apparently, do lots of other people – not least those infamous Infogrames people. To celebrate the release of their fab new game, *Advantage Tennis*, our European chums have joined with us in devising the mother of all tennis quizzes.

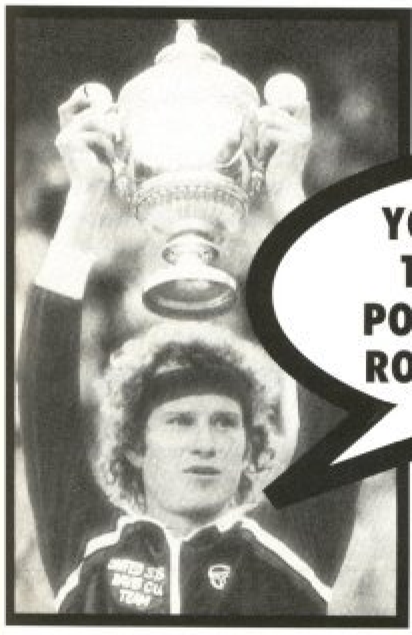


Utter codswallop, Chris baby. What's the point of running a competition of *Krypton Factor*-style toughness if there are no prizes involved? Well, fear not on the prizes front, because we've got prizes coming out of our ears on this one. Yup, more prizes than you can shake a McEnroe at. Infogrames are generously providing bagfuls of trendily functional and functionally trendy Head sportsgoods, worth literally thousands of pounds as prizes for this competition.

The first prize is a Head tennis racket worth 200 SMACKEROONIES, Head and Infogrames T-shirts, a badge and a sweatband. Those of you who don't quite make the top slot, don't despair – there are a further FOURTEEN Head tennis rackets earmarked for the runners-up. As well as this cornucopia of tennis-related goodies, there are countless Infogrames and Head T-shirts, sweat-bands and badges for the 'runners-up to the runners-up', as it were. Everyone's a winner... well, not everyone, but you know what we mean.

E NNIS CASH-IN!

UP OR GRABS - ALL COURTESY OF INFOGRAMES!



This little outburst from John McEnroe roughly translates as: "Hello, readers. This is what you have to do to enter." As with all the compos you may find within these pages from time to time, it all revolves around you answering some pretty damned easy questions. Then you phone (0898) 299250 and give your answers to our gorgeous, pouting answering machine in the following way. State the number of the question, followed by the letter you think corresponds to the correct answer (eg: A-1, B-2, etc, etc). When you've finished, make sure that the phone is back on the hook good and proper, otherwise – *disastro! Molto billo de telefono!*

THE QUESTIONS

Because the prizes on offer are just so incredibly alluring and attractive and desireable, we've had to make the questions as hard as possible, so that only true tennis fans have a chance of acquiring the rackets, shirts and other stuff. Swines, aren't we? But you'll thank us in the end...

(A) An unholy cacophany could also be described as one of these.
(B) Complete the following well-known catchphrase, using one of the words below "Are you being ......?"
(C) Fish can be caught in this.
(D) This can be squeezed from any number of citrus fruits to make a nourishing and delicious breakfast-time drink.

(1) Served
(2) Net
(3) Deuce
(4) Racket



Alfred Lord Tennyson, father of the modern game of tennis (after whom the game was named).

RULES

1. Make sure you make your calls before the end of February. Because we want to make it easier for you, we've arranged with the people who make the calendars to have an extra day added to the month of Feb. So that's 29 days in all, you lucky people.
2. No-one should enter if they have worked for Infogrames or Dennis publishing, and that includes freelance pizza delivery operatives.
3. The Ed has recently bought himself a very high, green chair, a stripey blazer and a megaphone, so his decision is final.
4. No player is allowed in the clubhouse wearing anything other than regulation tennis whites, a blazer, a dab of rouge and a subtle touch of lipstick.
5. If you share a name with either David Vine, Dan Maskell, Virginia 'Ginny' Wade or Alfred Lord Tennyson, you are also ineligible to enter. Sorry, but there it is – cruel to be kind, firm to be fair, it's the ZERO way of doing things.

PHONE PHACTS

● If you don't pay the bills in your home, make sure that you have permission from your parents, warders, guards etc. ● Calls are charged at 34p per minute cheap rate and at 45p per minute at all other times.
● Beware of rudies! If you happen to misconnect or misdial, hang up before you are asked about 'new balls', 'time out' or what kind of grip you prefer to use.
● Your call will be completely pointless unless you remember to leave your address, your name and, of course, the answers.

(0898) 299250



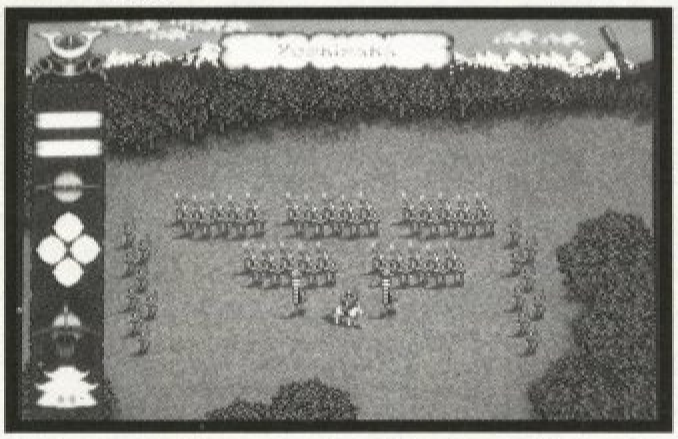
THE PRICE I$ RIGHT

Our man Bloggo, the thinking woman's Arthur Mullard, guides you through the pick of this month's budget releases.

LORDS OF THE RISING SUN

Mirror Image/Amiga/£9.99

Bloggo: Now if you ask me, I can fink of a lot more exciting fings to do rather than conquering Japan. I mean, who wants to run such a boring country – all they ever do is work, eat fish and bow a lot! Anyway, this game's an old Cinemaware title from a few years back and, like all their other games, it looks really good. There are lots of atmospheric oriental tunes and nice animated scenes in between the various sub-games that make up the game.



As a feudal warlord set on conquering Japan, there's a lot of things to keep you busy. Besieging cast-les, moving troops around the country and fighting battles are all things that your average Shogun-about-town gets up to every day. You move your troops around the map from one sub-game to another, slowly fighting your way across Japan until you wipe out all other armies. Underneath all the excellent graphics and arcade sequences, there lurks a simple strategy game that's quite easy to master, but it's still pretty good fun to play through a few times.

OVERALL SCORE 83

STARGLIDER 2

Mirror Image/ST & Amiga/£9.99

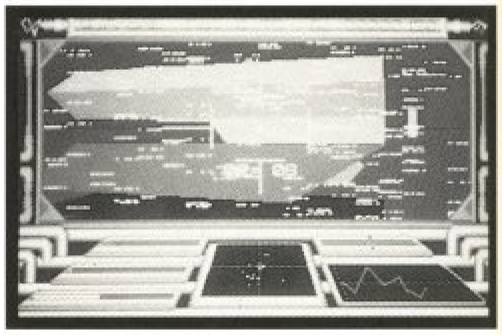
Bloggo: This *Starglider 2* game comes with a nice little story at the start, just like the ones my mum used to read to me when she tucked me in at night. The story says that your planet is threatened by the Egrons, who are building a giant laser in the next solar system. You've been picked to go on a mission to destroy the parts of this 'ere laser, before your world is blown to pieces. The game is a 3D vector, graphic shoot 'em up, and although it was first released in 1988, it's still a really good blast.

To get anywhere in this game, you must keep your ship topped-up with fuel and weapons, while fighting off the enemy and searching for the components of the laser. The graphics are still impressive, with well-animated vector ships and tanks, tunnel sequences, supply depots, interplanetary travel and plenty of external views. The sound is also good, especially when another ship roars past you in space. It's a great game, and at this price it's too good to miss.



Wot's this, then – *Intergalactic Chess*? Nah, it's *Starglider 2*, you plonker!

OVERALL SCORE 86



VOYAGER

The Hit Squad/ST & Amiga/£7.99

Bloggo: This seems like my sorta fing – drivin' about in a well 'ard tank, blowing away anything that moves. This game involves drivin' your tank or flyin' your skimmer round ten of Saturn's moons. When you've finished off 80 of the enemy, you're transported to the next moon. As you destroy the opposition, bonuses appear as little blue diamonds – when collected, they supply extra equipment: cameras, decoys and atomic bombs.

Underneath all the fairly nifty 3D graphics and the bundles of add-on weapons, *Voyager* is, at heart, a shoot 'em up. It's a modern clone of that arcade antique, *Battlezone*, but it has enough bells and whistles to make it a good blast for a few hours.

OVERALL SCORE 80



CHASE HQ

The Hit Squad/ST & Amiga/£7.99

Bloggo: Police car chases – what a lark, eh? No old Cortinas in this game though – these cops look straight out of *Miami Vice*, and they drive a flash motor 'n' all. What you've got here is a drivin' game wiv a difference. First off, you've gotta catch the suspects. Then, when you reach 'em, you gotta smash their motor off the road (my favourite bit). Once you've hit their Porsche, Lotus or Lambo enough times, they pull over and you make the arrest.

This coin-op conversion's getting on a bit now, but it makes a change from the usual racing game – even if the later levels are really tough. In terms of speed and graphics, *Chase HQ* just don't match up with the latest driving games, but at this price it's worth a go.

OVERALL SCORE 79

WIN ONE HUNDRED GAMES!!!

VOTE OR DIE!

THE ROAD TO GLORY



THE ZERO MUTT'S NUTS AWARDS

Yowsa! Dudes! It's just too funky round here. "Sho 'nuff," as they say over in Harlem. Mercy! Unnnh! (*Get on with it. Ed.*) OK, calm, calm, calm, and off we go. Ahem. In keeping with ZERO's reputation as the caring, sharing and, above all, *listening* mag, we're giving you the chance to present your views on the games of the year to the assembled masses by using the form included on this very page. By way of a reminder, and just to make sure there's no mistake and so that even the blind mole rats amongst you can find your way round the labyrinthine complexity of the entry procedure, we've made the form bigger, easier to recognise and even easier to use. Firstly, just scan the page with your eyes until you find an area outlined by a thick black dotted line. Bingo! You've found it. That is the voting-cum-entry form! Well done – you're doing fine, now just keep calm and we'll explain a little further...

THE HOUND'S ROUNDS

The reason it's called a 'voting-cum-entry form' is that as well as enjoying a rare opportunity for self-expression, you also have the chance to win prizes. Indeedy doody! Never, ever say that ZERO doesn't take care of its loyal readers, because we do, so there!

So, the **ZERO MUTT'S NUTS AWARDS** offers you a chance, not only to exercise your critical faculties, but also to win a piggy trough-load of piggy software. All you need to do to be in with a chance of waltzing off with a stunning and covetable bunch of stuff is to fill in the form in the manner suggested by the category headings. Easy peasy, eh?

THE DOG'S COGS

To start you off, ZERO's own panel of impossibly handsome reviewers indulged in a spot of *critique* themselves. If you remember, they came up with a list of their top five faves for 1991 which looked something like this...

1. **Populous 2** *Bullfrog /Electronic Arts*
2. **Chuck Yeager** *Electronic Arts*
3. **Formula 1 GP** *MicroProse*
4. **First Samurai** *Vivid Image/Image Works*
5. **Monkey Island** *Lucasfilm/US Gold*

THE CUR'S NER-NERS

Now, all you have to do is to decide whether you agree or disagree with the sharply-honed critical faculties of the ZERO crew and fill out the form on this page with your favourites in each category.

Send your coupon to the address below, and you'll be automatically entered into our prize draw. The senders of the first ten forms pulled out of the Ed's baseball cap will each receive a bumper pack-age of ten software goodies. You'll also be helping the software houses who published your fave games towards ownership of one of the prestigious Mutt's Nuts Awards. We'll compile all the results and print a 'Readers' Top Games Of The Year' run-down in a future issue. So get voting – now!

Send your completed coupon to: ZERO, 14 Rathbone Place, London W1P 1DE. Dog-eared entries will be thrown in the dog house.

GET VOTING!

THE ZERO READERS' GAMES OF 1991

Best Arcade Adventure ______

Best Sports Sim ______

Best Driving Game ______

Best Beat 'Em Up ______

Best Aventure/Role Player ______

Best Flight Sim ______

Best Licence Conversion ______

And my overall top three are...

1. ______
2. ______
3. ______

Name ______

Address ______

Postcode ______

I own* an ST ☐ an Amiga ☐ a PC ☐ a face like a baboon's bottom ☐

*Tick as appropriate

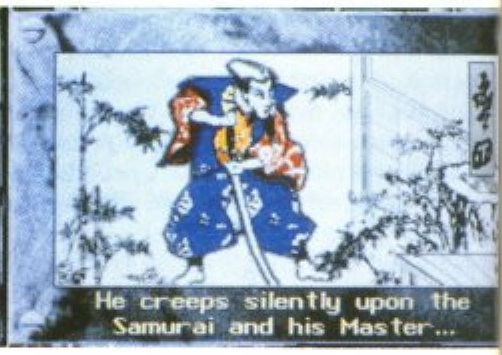
CRYSTAL TIPS*

***AND ALISTAIR**

FIRST SAMU

After many a sleepless night, *Rich Pelley* has cracked Vivid Image's ninja romp, *First Samurai*. This month, he guides you through the first six levels. Next month, he'll show you how to ninja your way through, er... the rest of them.





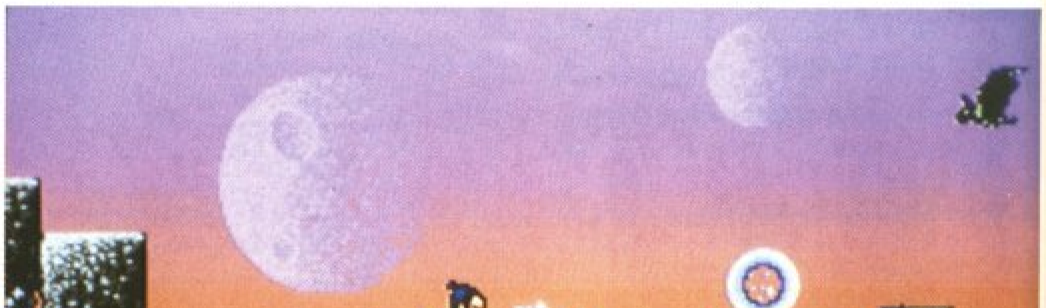
GENERAL TIPPERY

• For the purpose of following this solution, use the regeneration pot every time you pass one (unless specified not to), so that if you die you'll know from which point to retrace your steps.
• If a bell has only semi-appeared, then kill some more baddies too for extra sword power (and collect food if very low) and things will be okay.
• Ensure that when you ring the final bell of each level, you don't move off the screen, otherwise the scrolling can't cope and not all the Specials will register as being used.
• The old reappearing food syndrome makes a welcome return in *First Samurai*. Single items of food which appear on screen with no help from you will re-appear if you walk away a few screens and return. Use this fact to re-stock your energy level.
• It is possible to have seekers, a lamp and a dagger or axe all in use at once if you collect them, or any two, in this order. If you already have a dagger, for instance, and then pick up a lamp, the latter will be used in preference and not as well as.

LEVEL ONE

Head right until you reach thin bridge of land prior to the second statue. Kick downwards, go down hole, kill or avoid stalactite, leg sweep on thin ground and drop down hole. Walk immediately right. Clout large moving statue as it comes towards you. Climb and descend tree trunk. Venture right along ground level and pass over proceeding statue by means of jumping onto a tree trunk and leaping over. Dodge falling stalactite above blue spike. Collect Special at far right, avoid statue and climb left side of second tree from right, right, grab bell and use potion.

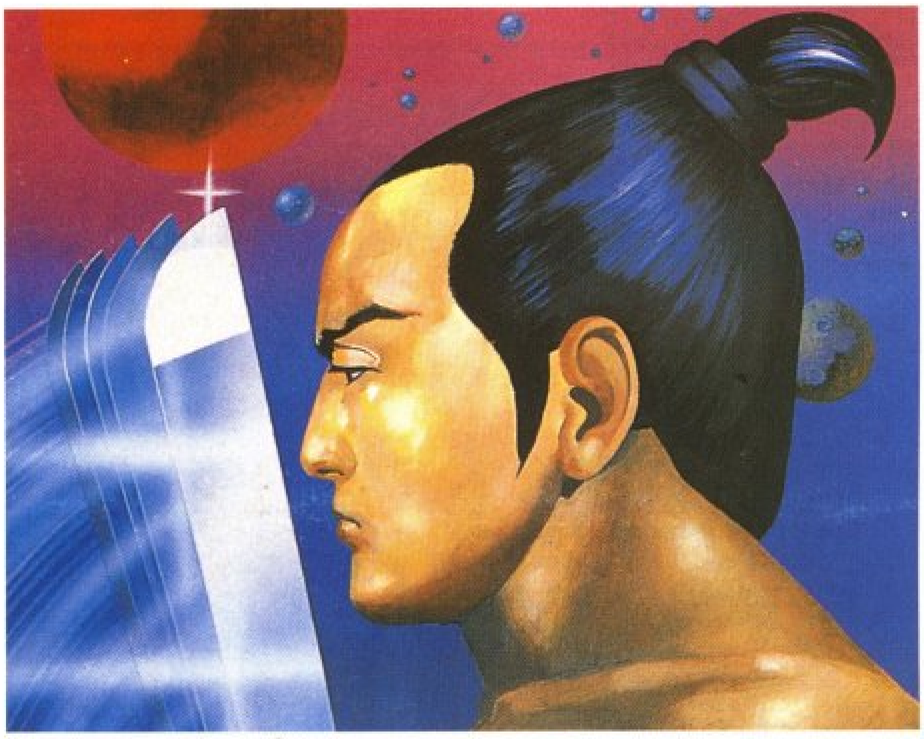
Continue right (nipping down hole if you feel like a sword and a seeker or two) beyond yellow baddies and make use of regeneration pot. Summon your friendly neighbourhood Wizard Mage (by ringing bell) while standing next to fire, which should douse its flames. Overhead chop at underside of platform, collect bell, and descend waterfall. Hack right, wait until dragon stops throwing flames before abruptly grabbing Special and deftly jumping out of the way. Slice through scenery and that potion is yours. Jump over fire, leap onto platform next to spinning yellow tower (avoiding mines), onto platform, onto platform and onto tree trunk above dragon. Clamber up, carefully jump left



How to become a well hard samurai. Step One: throw lots of knives around...

★★★ ZERO ★★★
COMPLETE SOLUTION

URAI











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and collect treasure if desired, positioning Samurai on the farmost right-hand edge of right tree trunk. Jump with joystick pulled right with repeated fire presses for flying slashes. Hopefully, you'll land under frog, which can be killed with an overhead slice or eight.

Descend leftwards, spring over fire, fend off stalactite, jump to land in protection of tree trunks. When sword-thrower crouches down (you may have to climb up slightly for this to happen), skip over him and kill the bast. Jump right from grey hut onto platform and slash for a seeker. Right, use pot, slash wall and stand on edge of pit. Jump into middle (to avoid spikes), then fully left, once you have passed second row of spikes on left in order to miss fire. Chop wall, use platforms to ascend and once back on level ground, gash ceiling to reveal seeker.

Explore left, slashing ceilings and travelling via teleports for extra treasure, food, and a Special (in firey pit) then return. Use sword to remove ground under yellow rocks, drop down onto yellow tower, hurdle left and crouch behind regeneration pot. Hack scenery and climb down right hand side of wall, then down again on left side to hack and collect treasure. Up and left we go, and quickly down left wall again, avoiding stalactite (there's food available by using your sword against the cave roof – food-up if required). Walk left, up platforms (jump directly up to avoid spikes), left and ring bell to rid yourself of the rocks and hit upwards for food. Return to previously-scaled top platform and wield your sword in the general direction of the ceiling to collect another bell. Back left, and a Special and potion will be waiting for you.

Lower yourself downwards (don't jump) and immediately right, leaping daintily across the disintegrating bridge and operate teleport. Left a little, up right via platform, trying to get to the top of insect colony where food and a Special lie (that's a smart bomb below, incidentally). Cavort over fire using platform, climb up platform over second fire, use pot and right, right, right. Ring bell next to waterfall and cross bridge to face end of level dragon (he's easy-peazy-lemon-sqeezy). Turn around, touch the ground, bagsy no returns to kill. Simply remain on left-hand side of the screen and hack/shoot his head every time he comes towards you. Don't get stuck underneath his noddle though, or he'll breathe fire on you. No probs.

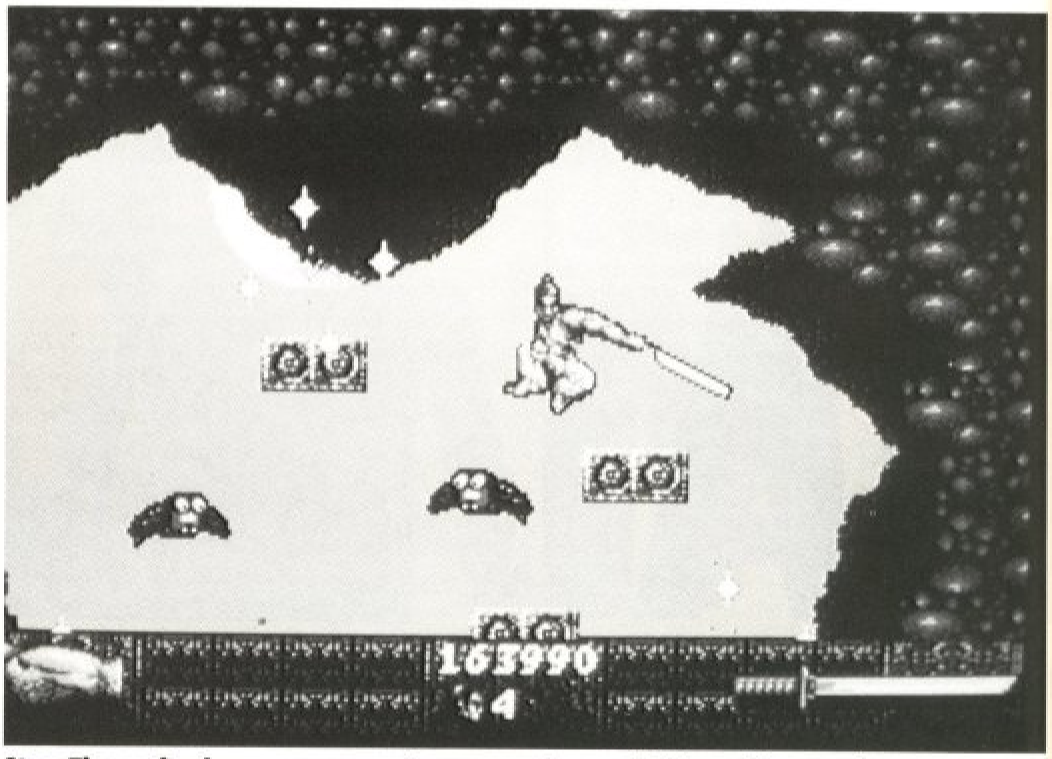
LEVEL TWO

Firstly, don't get that dagger to your right (more on 'when to' later). In lieu, a bit of killing and a little axe-collecting would be nice. Saunter right, past first tree (don't slash this to collect a dagger either), yonder second tree and remove the ground under the next visible hut. Down, left, hack ceiling for treasure, hack wall, hack at large, moving baddie and cross over him by climbing up left-side of hut sticking out of the ground and dropping down, then collect bell. Back to far right, use bell to destroy rocks, collect Special, back left again, collect another bell from the same place and back up to ground level (via double use of teleport if you like). Fully right, initiate regeneration pot, stand adjacent to fire and ring bell to calm it down a bit. Right, secure that Special and bell for your own use and back out left past fire.

Stand slightly to left of the scenic statue in the distance in order to jump onto platform, upwards and onto tree. Strike the stalactite and nearby ceiling for food. Mount grey wall, take immediate left, use bell and cross the bridge. Clout ceiling and pocket the bell. Make your way left through maze of tree trunks and spiky blue things (you can get on edge of trunk without getting killed by the spiky things), and climb down last trunk (don't jump). Jump up left into passageway on left, summon that helpful Wizard chappie to help with your Special collecting. Jump up right into a small cavern for bell-collecting purposes.



Step Two: attack any statues you come across...



Step Three: hack your way past any googly-eyed flying things – show no mercy!

Walk left, treat the regeneration pot to a little usage and yank right on the joystick whilst plummeting down the hole next to the yellow pillar. If no-one else wants the Special, then help yourself and swiftly clamber out of right side of pit, and return to where you just saved the game. Ring bell to rid yourself of rocks, up steps and teleport. Down, collect bell, up, ring bell, take Special, up again, get bell behind disintegrating stone blocks, hack at wall on left and use potion. This probably isn't the best time to mention it, but the end of level baddie is loads easier to kill if you have a dagger or two. Lucky that you saved two earlier then.

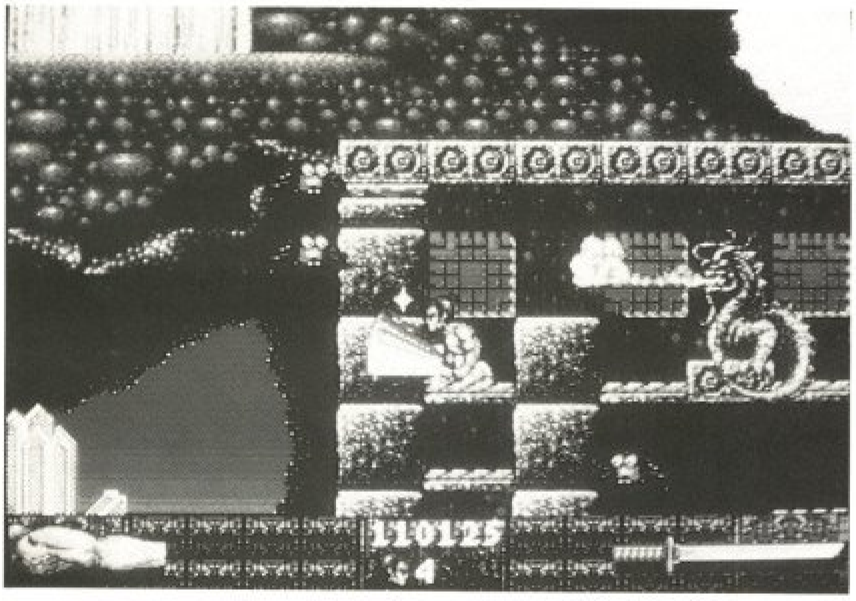
Manipulate your way back to the start of the level, help yourself to the two daggers, one to your immediate right and the other materialising when the first tree to your right is swiped, and return via the potion. Trek left and fall left to arrive alongside the maze of blue spiky things. Hurtle over the spikes, work the teleport and ring the bell for severe fire-dousing purposes. Save your position, ready to slaughter the end of level robot. Jump up the provided platforms, but remain on the top one, slightly lower than the level of the robot. All his shots at you will now miss. Ha! Kill him by throwing daggers – only throw when he is close, so that all your shots hit and the weapon won't run out.

LEVEL THREE

Right, evade blue spiky thing, up steps, avoid dragon-breath jumping over last visible part of ground bridge, otherwise it will disintegrate. Dodge blue spiky thing (after an initial double spike) and indoctrinate regeneration pot. Hurl yourself manically fully right from end of platform into a tree, and collect bell. Drop down, wallop ground near to waterfall and teleport. Get back to blue spiky thing number two and summon Mr Wizard. Onto stars, right, onto top layer of crystals and jump right to eventually obtain a yellow bell-type thing. Spring left onto single crystal, drop directly down from left-side to the second row, jump right, ring bell, and collect what looks suspiciously like a Special.

Advance left, fall down at first available opportunity and steal bell from branches. Descend for the usual teleporting business. Back at the blue spikey thing, it's onto the stars, up left, left, ring bell, slash at end of corridor, get treasure and two Specials, down, right, left underground and teleport. Back past the blue spike, stone dragon and second blue spike. Cascade from edge of platform, pulling sharply in left as you go. Time your way across the multitude of blue spiky things, collect bell, right once more and fall from edge.

Take the lower of the two left corridors. Another blue spiky thing. You know what to do. Have a slash upwards for food, treasure and a dagger, along first corridor on right for another Special, then left to suitable exit. Keep the dagger, ascend the tree trunk and onto yellow spinning tower. It's 'sword on ceiling time' for food, and head fully right. This time, once past the stone dragon, fall from end of the platform onto a bridge. Left, take upper corridor, carefully over spikes, collect Special and return left. Take lower corridor. Ring bell by fire, left, and teleport. At the end of this level you'll come across an array of banshees. Jump to far right of the screen, move back in left slightly and fire daggers, slash forwards and overhead when necessary. Easy as pie.



Step Four: stop for lunch at the Dragon's Breath Barbecue Diner.

LEVEL FOUR

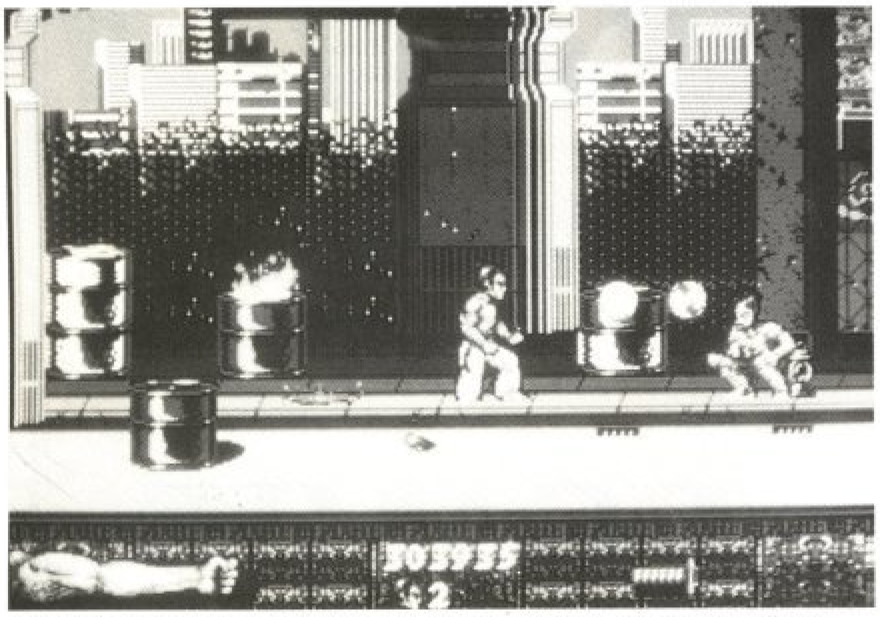
Bounce nimbly onto right platform, annihilate baddie, drop down and liquidate rats to give you your sword. Use far right teleport. Stroll in the general left direction, killing/jumping over yellow baddies as you go. Ignore first bell, jump left onto platform, get bell, jump again and put that Special under your hat. The yellow baddies will leap to a suicidal death (and you'll end up back at level one if you fall off). Left again and teleport at first opportunity.

Jump onto stars, left and fall in between fires.



Up left with joystick to clutch spectacularly onto tree trunk and dismount left. That Special? Pick it up, man. Left, jump pits, hack for seeker, acquire Special and smack at end for things to eat and then ring. Left, yee-ha into gap between flames, vault onto tree trunk, up and teleport. Teleport using teleport on left, clang bell and up for another Spesh. Teleport back to starting screen and re-use right teleport. Pinch that bell from the far left. And perhaps teleport back again using the far right teleport (as opposed to the one in the middle) while you're at it. Down hole, ring bell, right, right, right, slash wall and get Special.

Back to starting screen, use right teleport, jump off far left platform, back to level one, go right to level two, collect bell and potion back to level four. Teleport from top left of starting screen, leap over mine, jump away from right platform and hit ceiling for food plus dagger. Right, then right and ring bell by robot. Stand towards left of screen, face



Step Five: pick on a defenceless tramp and beat him to a pulp...

left and continuously press up and fire for a flying slash, continue doing so, edging slightly away each time you think the robot is going to hit you. When you are nearing one side of the screen, turn to face the robot, fire the dagger and whilst the robot is blocking your great shot, cunningly leap over him, doing a flying slash as you go. Then repeat the process until he (and preferably not you) are dead.

LEVEL FIVE

The train level. This level is excruciatingly easy, so not much to say about it, really. Head towards the front of the train, entering the carriages by swiping the cracked sections of the roofs. It's very easy this level, as I've just said (twice), so make the most of it for searching around grabbing bonuses – don't forget sword-to-ceiling contact, and remember to have a nosey in between the carriages (you can't fall through). There are plenty of daggers and axes all over the shop as well.

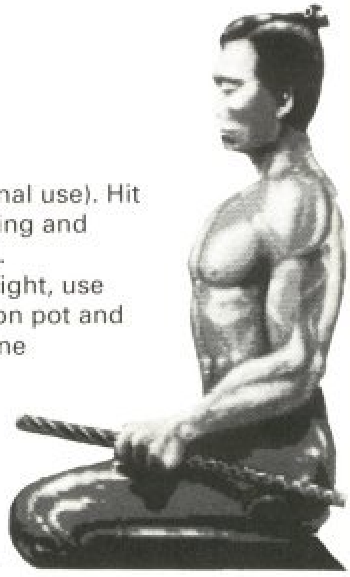
LEVEL SIX

After level five, and before level seven, comes level six. (*Brilliant. Ed.*) Jump onto oil drum, scrabble up ladder, fall back down to gather daggers and re-ascend. Stand around and dispatch a few baddies until your sword power is intact, then plunge down to start. Traipse left and hack twice at the broken paving stone. Drop down into chasm, position yourself at edge of platform and leap upwards, cleaving wildly to hopefully render a smart bomb. Get this pronto, bag bell, stand on right oil drum, then bound left, fly-slashing as you go, to collect your first Special and exit stage left.

Onto oil drum and up onto the platform again. Walk to the right-side of the platform, propel yourself over the gap to surmount the oil drum, latch onto ladder and climb up. Sound the bell for a starry bridge, left and onto smaller platform for another yellow doobrie, and retreat right to previously-climbed ladder. Negotiate the newly-formed bridge onto roof of house, walk left and quickly right to end up on lower level of roof, drop into house, down to second level, right and lacerate ceiling for your first Special. Be wary of the blue monster who appears and fires discs at you – he appears throughout the level, but his discs can be used against him by hacking, kicking or punching them back in his direction. Slash at the ceiling on the top level for food and a smart bomb, up via ladder onto roof. Right.

When you are beneath the soldier and the food, use an overhead chop to kill him and re-chop for food (by re-hashing). Right and summon Wizard Mage. Grab ladder, set off left, take Special, slash at manhole and drop down (keeping joystick held left) onto platform for another bell. Leap right, across platform, across bridge, onto roof, up ladder and left. Invite the Wizard along to help, while standing next to what will become a disintegrating house. Get bell. Right, drop onto lift and when it's at its highest, jump onto roof. Right and ring bell where appropriate. Ignore bridge, drop onto lower level of roof, drop down into house. These windows will reveal food if slashed, but ignore them unless you are desperate as you should come back later.

Jump over gaps in platform (in front of pillars). You've deserved that bell to your right, and should have no probs getting onto the oil drum and onto the roof (avoiding acid). Climb bridge on right, right and lift Special. Dig at broken paving slab back to the left, down ladder onto green roof, chuck yourself down hole, stand next to oil drum and ring bell to reach Special. Traipse left of platform, seeing to those baddies by fly-slashing them at close proximity in fear of being grenaded (polish off one and he'll leave some grenades for your own personal use). Hit yellow ceiling and pocket bell.



Revert right, use regeneration pot and pursue stone blocks to the far right. Facing the blocks, jump with an overhead slash to reveal another Special. Ring bell, and when the angels have removed the first block or two, hurdle onto those remaining, cannily collecting the other Special in the process. The end of level nastie is down that man-hole – and tragically for you, he is by far and away the hardest end of level nastie to kill all game. Oh dearie me. Firstly, ensure that your energy is full. There are three areas which you can get food from: by slashing at the Good Food sign quite far along to the left, by slashing at the windows in the buildings or alternatively in the secret passageway (about halfway along the level, entered through the manhole, or preferably through the other cracked paving stone to its left. Get some food then if necessary, down the manhole and do the honours behind the pot.

The green monster fires heads at you at regular intervals, but will fire an extra head if you hit it with your sword or alternative weapon. Stand directly next to it and start slashing until there are five or six heads out, and try to kill them with overhead slashes. This and combined frantic flying-swiping are your best tactics. If (and when) your energy gets very low, jump onto the ladder, run away, get some more food and return... STOP



Step Six: detonate your own sword... (Cont. next month.)

STAY TUNED TO ZERO FOR THE FINAL THRILLING INSTALMENT NEXT MONTH...

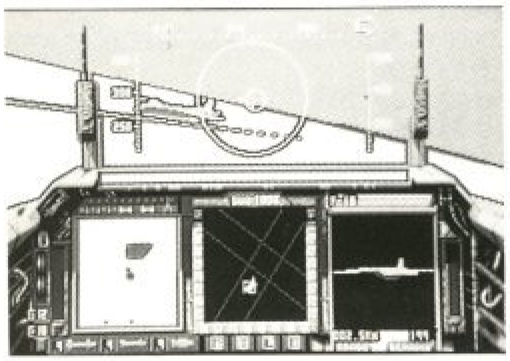
GUTLESS GULLY

Welcome to the first in an occasional series of cut-out-and-keep Gutless Gully intros. Directions for use: 1) Cut out. 2) Keep! More scissor-related capers next month.

LOTUS TURBO CHALLENGE II

Here are the level codes for Gremlin's second challenge of the uncannily *Lotus Turbo* variety. Level: 2 (Night) – TWILIGHT; 3 (Fog) – PEA SOUP; 4 (Snow) – THE SKIDS; 5 (Desert) – PEACHES; 6 (Motorway) – LIVERPOOL; 7 (Marsh) – BAGLEY; 8 (Storm) – E BOW.

Enter these codes for the relevant lusted-after cheat: TURPENTINE – timer remains at 10 seconds; DEESIDE – advance to next level when timer reaches zero; DUX – a neat little duck shoot sub-game. Cheers to about half the ZERO readership for those, including **Stephen Smith** (the only person whose first and last names begin with an 'S').



F-15 STRIKE EAGLE II

"Dear Sir, I recently bought *F-15 Strike Eagle II* for my Atari ST, and I have unearthed a way to receive infinite ammunition, missiles, fuel and invulnerability (although you can still crash). Load the game and select a pilot as usual, but when selecting a skill level choose DEMO mode, then pick a location and proceed as normal. The game begins in mid-air, with the computer in control. Simply move the joystick to take over and play away! Enemy weapons can do no damage, and the 'R' key will take care of re-arming and re-fuelling. And, unlike on training missions, you can now gain points and medals. Sneaky, eh? Yours Sincerely, **Rory Cullen**.

ROLLING RONNY

Two cheats for the price of one, so twice the chance of one of them actually working, ahem.

CRIPES

Neither Daniel Pemberton nor Ludwig Ledbury wrote in this month, but I thought I'd give them a mention anyway. Maps, solutions, tips, cheats and interesting effects are my game, and Rich 'Rich Pelley' Pelley, ZERO, 14 Rathbone Place, London W1P 1DE is my name. (And address.) You could make a lonely man very happy.

Ian Overson proposes that entering one's name as CHEAT on the high score table enables Ronny to fly, whereas **Gavin Ridley** is of the opinion that typing MICHAEL when you die at the end of the game will have an equally rip-roaring effect.

DEUTEROS

1) Go to surface or orbital stores room. 2) Hold down SHIFT and press 'C'. The screen will go green, as you should have, er... seen. 3) Hold down SHIFT and re-press 'C'. Normal service will resume, except a set of numbers will appear in the corner of your telly. 4) Click on any convenient icon, preferably the Master Control icon, and get yourself to the stock screen



again. 5) Every researched product should appear to have one item in stock, but in truth infinite supplies are at hand. And orbital space stations can now also be built with one frame section. 6) Many thanks to rip-roaring **Ronald O'Connor** for that one.

DARKMAN

Straight to the point, no beating around the bush, no umming, no ahhing, no waffling and, heaven forbid, no "how shall I introduce this one then"-ing, here's that cheat that you've all been waiting for. Anyway, type MEA CULTA anywhere during the game, press the magic key (probably one of the function keys) and something inexplicably interesting will happen.

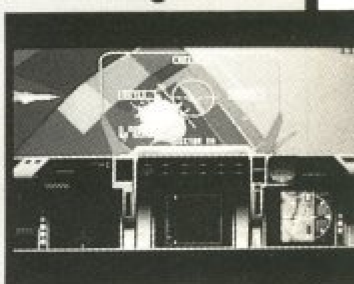


FINAL BLOW

Here's one for Sales Curve's beat 'em up. Pause the game, then press F10 six times, and unpause. What could be simpler than that, eh?

HOW TO DO IT*

How to have a laugh with your home computer, *F-29 Stealth Fighter*, Mark Wharry and a bottle of Matey Bubble Bath.



1) Fly north.
2) Fly high (at around 50,000 feet).
3) Eject.
4) Commence shrieking loudly, jumping from chairs, swinging from chandeliers, rolling on the floor and similar activities to seemingly annoy your parents (or children, where appropriate).
5) You can still control your plane, so pretend the pilot is Duncan and fly right into him.
6) Invite Mark Wharry around and get out the Matey.

*** It being something suitably stupid and pointless in a game.**

IMPROVE YOUR HEX LIFE!

We're finding it very difficult to rouse *Jon North* from his winter hibernation. We only managed to get two hacks out of him this month, before he fell into a deep sleep...

UTOPIA (AMIGA)

First up is a dead easy infy credits routine by the equally easy **'Funky' Gavin Wood** and sidekick **Zoe Harris** (who've been away for a while, due to the pressures of studying at Poly). Just bung it in and run it with your *Utopia* disk 1 in DF0.

```
10 REM Utopia by Funky Gav and Zoe
Harris.
20 T=0:DIM CHEAT%(1024)
30 FOR X=0 TO 125
40 READ
B$:B=VAL("&H"+B$):CHEAT%(X)=B:T=T+B
50 NEXT X
60 IF T<>01168548 THEN PRINT
"ERROR":STOP
70 C=VARPTR(CHEAT%(0)):CALL C
80 DATA
4CFA,00C3,0010,2C78,0004,4EAE,FF3A,2840
90 DATA
6612,4E75,0000,0600,0001,0002,0000,0030
100 DATA
0000,0400,70FF,4EAE,FEB6,4BEC,0048,3AC7
110 DATA
429D,3AC0,5280,67DA,93C9,4EAE,FEDA,2AC0
120 DATA
2A8D,2B4D,0008,589D,4295,4BEC,0008,7A05
130 DATA
1A85,41ED,0038,5C8D,2AC8,3A86,41FA,008A
140 DATA
9080,9281,224C,4EAE,FE44,4A80,66A4,224C
150 DATA
D8FC,0100,337C,0002,001C,41E9,0024,9BCD
160 DATA
48D0,3080,3346,0012,4EAE,FE38,41F8,0200
170 DATA
2948,0098,43FA,000E,701F,20D9,51C8,FFFC
180 DATA
4EEC,000C,487A,000E,23DF,0007,89C0,4EF9
190 DATA
0007,7F18,704A,41F9,0000,A000,1140,CD4C
200 DATA
1140,CDB6,1140,D7F2,1140,3040,1140,3400
210 DATA
1140,4506,1140,6CB2,1140,717E,1140,7264
220 DATA
1140,7320,4EF8,1000,7472,6163,6B64,6973
```

PELLEY'S POKES AND PRODS

A big, fat slobbery snog from a nearby female (on behalf of ZERO) goes out to Paul Taylor for sending in all these Action Replay pokes printed below. Load up the game, press the red button, type 'M', followed by the given address or addresses (before the comma) to give a line of numbers. Alter the first two numbers to any value up to the number after the comma, press Return, Escape, 'X' and Return again.

GAME	ADDRESS	TO CHANGE
Batman The Movie	07C877, FF	Lives
Chase HQ	0335B3, FF	Turbo boosts
Dragon's Lair	0000D5, 04	Lives
Eswat	01FBC7, FF	Lives
F-19 Stealth Fighter	006F27, FF	Weapon bay 1
	006F29, FF	Weapon bay 2
	006F2B, FF	Weapon bay 3
	006F2D, FF	Weapon bay 4
	039E12, 5F	
	039E13, FF	Guns
Golden Axe	005955, FF	Lives (Player one)
	0059B3, FF	Lives (Player two)
	005968, FF	Magic (Player one)
	0059C6, FF	Magic (Player two)
James Pond	0001B1, FF	Lives
Lemmings	009DBF, FF	Diggers
	009DC1, FF	Climbers
	009DC3, FF	Builders
	009DC5, FF	Blockers
	009DC9, FF	Bashers
	009DCB, FF	Floaters
	009DCD, FF	Pick-Axers
	009DB9, FF	Percentage
	009E75, FF	Time (minutes)
	009E77, FF	Time (seconds)
Line Of Fire	00011F, FF	Rockets (player 1)
Midnight Resistance	011692, FF	Lives
Monty Python	016057, FF	Lives
	01606D, FF	Brains (require 4 at end of game)

WHAT TO DO

Load Workbench, then click on the AmigaBasic icon. Type in the relevant listing, exactly as shown below, and SAVE it to a blank disk for future use. Now insert your game disk in the drive and RUN the program – it will automatically load and start the game for you, but with all the extra luxurious cheats installed. Yep, it's really that easy, folks.

ARMOUR GEDDON (AMIGA)

And what else could go on Jon's POKEs page other than Jon's POKEs? (*Just take a look down below, dozy. Ed.*) Bung this in and run it with disk 1 in DF0 for infy shields and fuel (which should make the game marginally easier).

```
10 REM Armour Geddon by Jon North.
20 T=0:DIM CHEAT%(1024)
30 FOR X=0 TO 115
40 READ
B$:B=VAL("&H"+B$):CHEAT%(X)=B:T=T+B
50 NEXT X
60 IF T<>01124917 THEN PRINT
"ERROR":STOP
70 C=VARPTR(CHEAT%(0)):CALL C
80 DATA
4CFA,00C3,0010,2C78,0004,4EAE,FF3A,2840
90 DATA
6612,4E75,0000,0600,0001,0002,0000,0030
100 DATA
0000,0400,70FF,4EAE,FEB6,4BEC,0048,3AC7
110 DATA
429D,3AC0,5280,67DA,93C9,4EAE,FEDA,2AC0
120 DATA
2A8D,2B4D,0008,589D,4295,4BEC,0008,7A05
130 DATA
1A85,41ED,0038,5C8D,2AC8,3A86,41FA,0078
140 DATA
9080,9281,224C,4EAE,FE44,4A80,66A4,224C
150 DATA
D8FC,0100,337C,0002,001C,41E9,0024,9BCD
160 DATA
48D0,3080,3346,0012,4EAE,FE38,297C,4EB8
170 DATA
0200,003E,41F8,0200,45FA,000E,701C,30DA
180 DATA
51C8,FFFC,4EEC,000C,4EAE,FE38,487A,000C
190 DATA
396F,0002,0BCA,4A9F,4E75,33FC,4A6C,0000
200 DATA
DEE6,33FC,4A40,0001,ADDE,33FC,4AAC,0000
210 DATA
DEAE,4EF8,4B90,7472,6163,6B64,6973,
6B2E 220 DATA 6465,7669,6365,0000
```

STOP

Short and sweet I know, but with all the Chrimbo games that have come through, all should change over the next month or two. (*If you manage to stay awake long enough! Ed.*) Send your numbers to me, Jon North, at IYHL, ZERO, 14 Rathbone Place, London W1P 1DE. Have a good one.

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FEEL THE NEED – THE NEED FOR GREED!!!

Avarice and greed are dirty words, but then so are huge, doo-doo, and whelk when used in the right context. (*Eh? Ed.*) As you'll know by now if you regularly plough through the pages of this august journal, ZERO loves to play upon the baser instincts of its readers and this issue is no exception. This month, it's the turn of that old chestnut covetousness to come in for a good massaging, as those nice Accolade people have provided us with a veritable treasure trove of desirable stuff with which to whet your acquisitive appetites.

"Imagine no possessions," sung erstwhile living pop-performer and Beatle, John Lennon way back in 1971. "Stuff that for a lark, matey," say we! Possessions are what it's all about here at Materialist Mansions in the heart of London's West End and just so you get the point, we'll spell it out: we're talking competitions here. To fill you in, in case you haven't got it yet, that's the scenario where, for the price of a phone call, you get the chance to waltz, tango or foxtrot away with armfuls of things for your own personal, private enjoyment. So, have a gander at the questions, get your dialling finger in gear and let's hear from you – pronto!

PRIZES – JUST WHAT IS UP FOR GRABS?

First prize is the offer of a copy of every Accolade game released in 1992 to be delivered into your hot and sweaties in the format of your choice – that's PC, Amiga, ST or Console – you decide. As number one winner, you also get two framed prints of the *Les Manley: Search For A King* game artwork.

For the rest of you who 'run up', we've got bagfuls of Accolade and Ballistic T-Shirts on offer, copies of *Mike Ditka's Ultimate Football* game, copies of the *Home Alone* game, plus *Home Alone* and *Elvira* videos, too! So your chances of winning are increased beyond your wildest dreams.

WHAT YOU DO

Simply study the pictures on this page. They are of four different pigs. Each of them has a letter underneath it. Now, using your skill and judgement, decide which are the fattest, greediest porkers in the line-up. When you've decided, simply ring the compo number **(0898 299250)** and leave your list of four letters, starting with the greediest first and continuing in descending order. For example, you phone up and say something along the lines of D-A-B-C and then leave your name, address and computer format. You got that? Good. Now get dialling!

USING THE PHONE

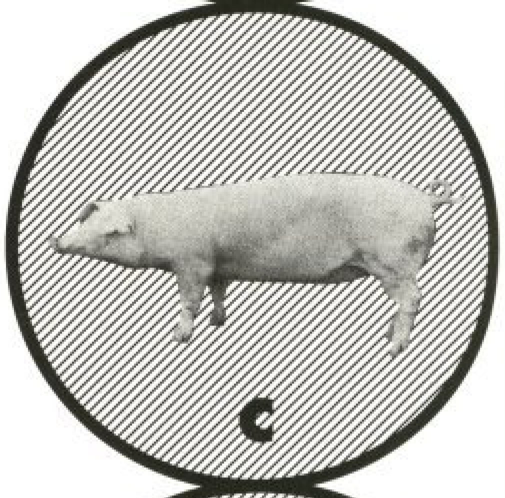
1. Pick it up.
2. Now put it down and just pick up the handset.
3. Get the bill-payer's permission to make the call. Dial (0898) 299250. Your call will be charged at 34p per min cheap rate and 48p per min at all other times.
4. If you find yourself on the receiving end of a bored-but-breathy voice offering "piggy-back rides for big boys," hang up immediately.
5. If you get the scrummy ZERO answering machine, leave your answers, your name and your address and, um... we'll get back to you if you win. Honest.

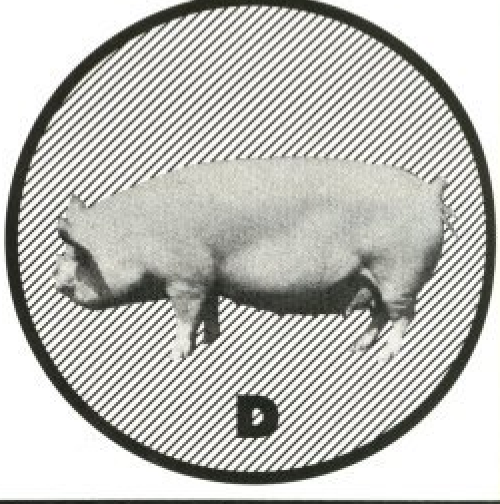
THE RULES

● Call it unjust, harsh or what you will, but no employee of Dennis Publishing or Accolade is allowed to come within a sniff of the winning post on this one. Sorry and all that, but there it is.
● Make sure you make that call before the end of February, otherwise it won't count. Still, remember that there are 29 days in the month of Feb this leap year.
● The Editor is the biggest pig in the poke around these parts, so what he says goes.









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MIKE GERRARD'S
ADVENTURES

Mike Gerrard rang the ZERO office to tell us that he was chained to a wall in a dank dungeon. No, he wasn't halfway through an adventure game, he'd been stranded there after a particularly 'adventurous' New Year's party. Five hours and two sets of bolt-cutters later, he was back at his computer, compiling this month's selection of tips, news and other stuff.

HERRING AID

I told you several yonks back about the announcement of a new adventure fanzine, to be called *Red Herring*. Well, strike me in the mush with a wet mackerel, but here's the first issue on my desk at last! And very handsome it looks too, in its natty ring-binding. With over 80 pages, *Red Herring* will be bi-monthly, bi-jove, and the designers are obviously ZERO fans as a certain silliness has crept into its pages. For looks and content, you can see on the strength of only one issue that *Red Herring* is the best adventure fanzine around.

This first issue seems to have a strong bias towards something called a Spectrum, which, rumour has it, was once a computer with a massive 48K of memory, now more popular as a door-stop. However, there are some reviews of grown-up games, like *Enchanter, Might And Magic II, Supremacy, The Secret Of Monkey Island* (again) and *Sim Earth*. Where *Red Herring* may score over the other fanzines is in the features department, and here there are a couple of strong items – a history of Origin (the Ultima people) and an introduction to Play-by-Mail games. Solutions include *Spellcasting 101* and *Wonderland*, and there's a very helpful maps section – especially useful for mazes in various games. Then there's a list of solutions available from the magazine, for the price of a first class stamp.

There'a a free fantasy paperback on offer to new subscribers, so if you want to get in there quick, send £2.95 for issue two, which will be out by the time you read this. That price applies to the UK and Europe, but it's £4.50 by airmail to the rest of the known world. There's no reduction for a year's subscription – just multiply, if you can handle such a complex mathematical equation, the cover price by the number of copies you want. Cheques should be sent to: **Marion Taylor, Red Herring, 504 Ben Jonson House, Barbican, London EC2Y 8DL.** They're also on the look-out for reviewers and adventure play-testers.

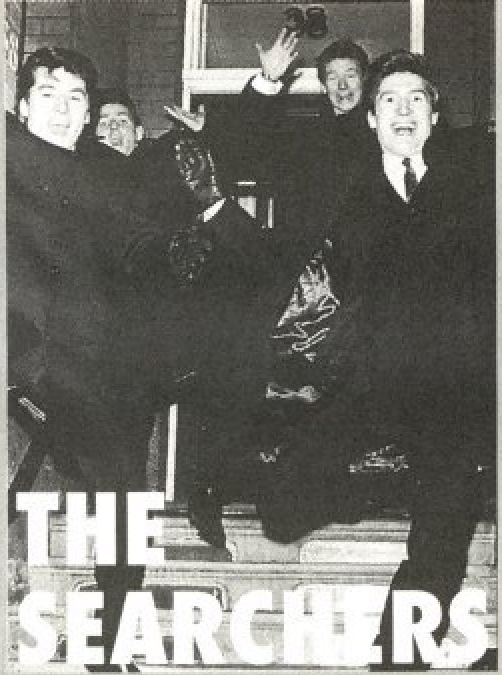


IN THE

I mentioned a few months ago that the ol' unreliable Adventurers Club Ltd has been put down, and the new (and hopefully reliable) Adventure And Strategy Club has emerged in its place. ACL officially ceased trading last May – ex-boss Henry Mueller has apparently gone off to start a new life in Greece. Holy Manoli! But three members of ACL didn't want to see the club die with him, so they formed ASC and are now in full swing.

One thing they're doing is extending the scope of the club a little, as the new title indicates. In addition to adventures, they'll be dealing with strategy games and others that require a bit of brainpower, such as flight simulators. The new organisers are continuing publication of the *ACL Reference Book Of Adventure*, so that members can continue to make use of the binders they've already bought. Every other month, members receive a bumper bundle of over 40 loose-leaf pages, for inserting into the binder under the various headings: Reviews, News, Solutions and so on. The last two of these bundles have been sent for me to have a butchers at, and very impressive they are too.

The club covers all adventures – including those squeaky little 8-bit ones – but there's plenty to interest the macho 16-bit adventurers too. In Members' Pack No 12, for example, there are two pages updating the addresses of all adventure software companies, with the all-important phone numbers. Most of the six pages of news covers games on the Amiga, ST and PC. Then there are reviews of games like *Heart Of*



THE SEARCHERS

Anyone come across a game called *Search For The King*? If so, my "loving fan" (her words, not mine... hem, hem), **Beccy Warwick** would like to hear from you, as she can't get anywhere in it. Will some kind soul come to her rescue? Her address is **29 Cubitt Street, London WC1.**

Another reader needing help is **David Grimshaw, 18 Friary House, Onslow Street, Guildford, Surrey GU1 4YR.** David has solved *Damocles*, but would still like to get a list of where all the objects are, what they are and how to use them. Oh well, if anyone can help the Man From Guildford, please write to him direct – and send me a solution for my files.

CLUB

China, The Final Battle, Lords Of Chaos, The Secret Of Monkey Island and *Planetfall*. There's also a help section, adventures to swap and sell, a few articles and... your chance to get into print! Mind you, it's probably all over by now, but that serves you right for not paying attention. ASC announced that they were looking for a reviewer who was well up on simulations, strategy, RPG's and adventures, to join their team of PC reviewers. Ideally, you would have a PC with hard disk and VGA graphics. Does that describe you? Well, it may not be too late to apply, so get in touch with magazine editor **Sue Roseblade, 79 Ridgeway, Eynesbury, St Neots, Huntingdon, Cambs PE19 2RA.**

There's a telephone helpline too, available seven days a week from 1pm–10pm, but to find the magic number you'll have to join ASC. To do that, write for more info to: **The Adventure And Strategy Club, 17 Sheridan Road, London E12 6QT.**



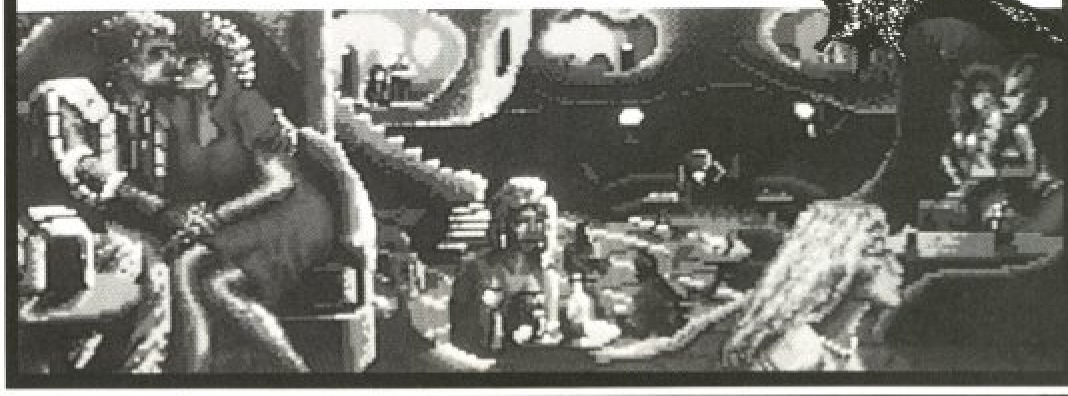
BATTY ABOUT B.A.T.

A zillion thanks to **Adam Bealby** of **Nottingham,** who sent me loadsatips on the Amiga game *B.A.T.* which plenty of you have been asking about lately. So for all you *B.A.T.*-busters , here's Adam's advice...

Go to the rest-rooms first, for your belongings and mission details. Next, find the arcade and play on the Bizzy game till a man shows up. Challenge him to a game. When you win, ask him to be your guide. You can now get past the guard at the airlock.

Pay to get into the club and sleep until the early hours of morning. When you wake up, Lydia will ask you to dance. Reach the top of the love-meter and she will become your companion. Go to the airlock and try to buy a drag. Lydia will give you a phone number. Find a telephone and dial the number. After you've booked a meeting, go to Criso Kortakis's building. Ask for some money and then spend some of it on food, medicine and better weapons and ammunition. You can afford to buy a drag now. Wait till the bar opens and ask the dark woman about Merigo. Take note of the creature she talks about. Wander the city asking all creatures of this type about Merigo. You will finally find someone who will tell you to meet him in the park, outside the museum, at a certain time. Go there and buy a Xifo Club pass. Go to the club and wait till Merigo arrives. Kill him and search the floor. Use the keycard to enter the derelict building and the Mobeytrack. General tips: buy plenty of food and an assortment of weapons. Keep an eye on your health and eat and drink regularly. It's a good idea to eat food when your companions feel hungry. Never dance with anyone else at the club, or Lydia will leave you. If you are good at the *Bizzy* game, play it as often as you can for more money. Never use the sleep machine – it's a waste of money. When you feel thirsty, drink from the fountain in the park.





ZORK DORK

ZERO is read in all the best places – even in Western Australia, from whence writeth **Brian Brushwood.** He reckons we're wonderful and he's got every issue since the first and... In return for this creeping and crawling, he asks for some help on *Beyond Zork* – like what to do in the Transinfinite Plane Of Splendor. Okay Brian, your grovelling has paid off...

The reason you're sent there is because you open the chest marked 'Do not open'. So instead of doing that, give it to the monkey-grinder, who's illiterate, and let him open it. Don't worry about the boot in Froon, which is squashed because the house you travel in lands on it! As for getting the jewel from the crocodile idol, hit the baby Hungus and the mother chases you to the idol. Get the jewel, it drops and the mother Hungus eats it. You are tipped into the idol. Use the scroll of recall to get out, then to get the jewel back, EVERT the mother Hungus. What is the crystal jar with the mirror mixture in it for? You'll find out at the very end of the adventure. The answer to the riddle on the big boulder? 'Youth'. To read the name on the amulet, look at it through the bottle.



LOONEY TUNES

What a talented lot of tossers... sorry, *readers* we've got. Why, they can even write their adventure queries in song! Like **Gareth Lewis** of **Horsham,** who says that the following lyrics go to the tune of something called *Pharoah's Dreams*, which I'm glad I've never heard because it's from *Joseph And His Amazing Technicolour Whatsit*. All together now...

Oh, I was wondering about a
game called *Dungeon Quest*
Which if you're stuck is
such a bore,
(*Bub shawardy wa,*
***bub bub shawardy wa*)**
I decided to have another go
and I started where I'd saved
it before,
(*More bubs and shawardys*)
I came across a dragon and I
knew that,
I knew that he would do me
no good
(*More bubs, but one note higher*)
So I started fighting it,
Just like any adventurer should,
(*Bub shawardy wa back again*)
The *&$@?!!! face-ache flamed me
And I nearly threw *DQ* in the bin!
This game has got me baffled,
Hey, Gerrard, how do you win?



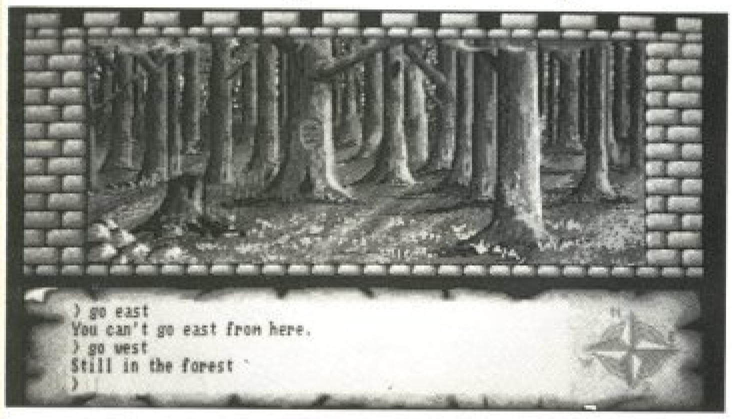
Well, what else can I do, faced with such a challenge, but compose my own reply, this time to the tune of the national anthem. All please stand (and you, boy at the back, stop shuffling)...

Our Gareth wrote to me,
Said he was desperately
Stuck in a game
(*Pom-pom-pom-pom*)
But he must be right thick,
Oh what a silly boy,
Oh what a tart
(*Pom-pom-pom-pom again*)
He should go scurryin'
Into his rubbish bin,
Where he'll find the
answer in
Exchange and Mart*

* Actually, that bit should be "last month's issue of ZERO", but I couldn't make it fit.



A thicket.



Jason (second left) in his starring role as Joseph.

BEARD QUERY

Susan Simister of Worcester wrote to me asking for a solution to *King's Quest IV*, and also said that ever since she saw the first photo of me in the ZERO Adventure pages, she has been trying to grow a beard. So far she hasn't succeeded, and wonders what my secret can be. Well, you don't give me much information, Susan, but it sounds to me like you simply may not have the right equipment. For a free check-up, please make an appointment with the ZERO receptionist. Next...

SNOGGING WITH SUZI

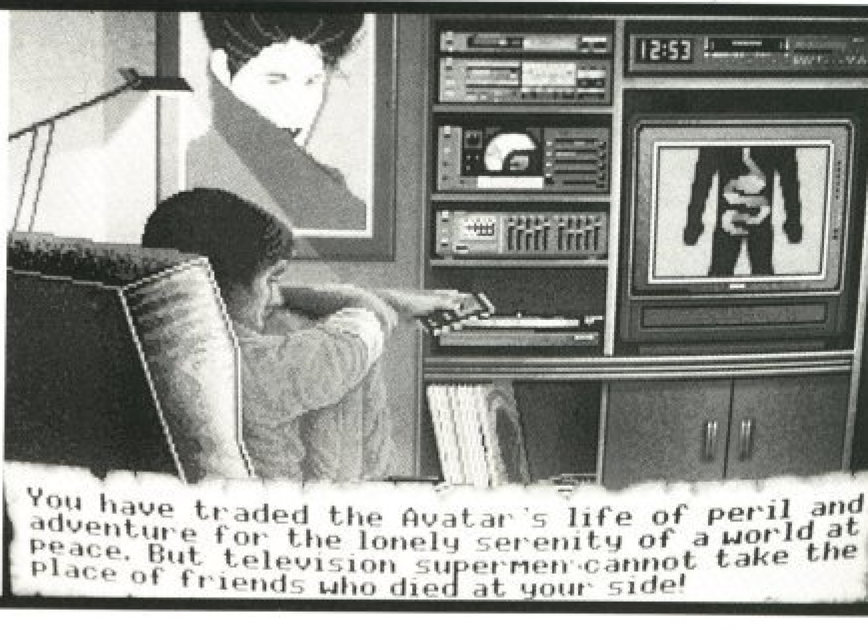
Daniel Newbury of Broad Oak near Rye is obviously a bit of a sauce-box, and he's discovered one of *Leisure Suit Larry III*'s perverted secrets, which of course he's passing on at once to other ZERO lechers. Daniel says that once you've made love to Cherri, keep Cherri's costume on after the show and make your way to D-C-H. Pay Podger $500 and walk into Suzi's office (top door). Suzi will then do rudies with you.



ULTIMA V HELP

Andrew Edwards of Portsmouth wants some help on *Ultima V*, but he would have done better to include an SAE, so I could have sent him a printed help sheet. Well, there's still time, if you're still stuck. Meanwhile, I'll answer some of Handy Andy's questions...

You'll need the amulet and the sandalwood box when you enter Dungeon Doom: The Final Quest! Ooo-er. The word of power for Dungeon Despise is VILIS. What to do on Trinsic? Well, on the upper level, you'll find some sleepwalkers, and Sindar will give you a word of power... might just be one of the words of power you've been looking for! On Trinsic there's also a stable, a healer and an armoury.



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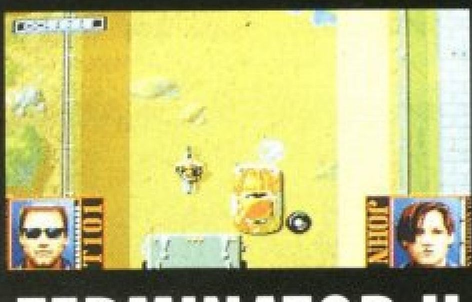
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YIKES! THE READERS' PAGES

First of all here's the address to send things to: **Yikes, ZERO Magazine, 14 Rathbone Place, London W1P 1DE.** So, what do we want you to send in? Well... how about a photograph of a TV programme. *Neighbours, Tour Of Duty, Rainbow,* or anything else. Take a picture of your TV screen while something's being broadcast, basically. If the quality's good enough, it'll go into our *What's The Programme*? mega quiz. You'll get your name in print and win a prize. If you don't know about the other categories to send stuff in for, you obviously didn't read last month's Yikes! So get yourself a copy of January's ZERO, you skinny rat!

HOW TO BE VERY EXCELLENT INDEED

WITH DAVE EXCELLENT (TV MOGUL)

Hello, the name's Excellent – Dave Excellent, licensed to be extremely skill. As you'll probably be aware if you're a regular reader, I'm Excellent by name and excellent by nature. I can't help it. I was born that way. People often ask me this question: "Don't you feel the slightest bit guilty about being so excellent when there are billions of un-excellent people around who yearn for excellence, but are incapable of attaining it?" And I'm afraid my answer is always the same – "no". After all, if I was un-excellent as well, would it help these unfortunate people to be more excellent themselves? Of course not. It would simply mean that we'd all be equally non-excellent, and that would never do. Anyway, I'd better move swiftly on to your so-called 'impossible' questions or I'll run out of space.

Anthony Barlow of Carterton asks if I can do this: *"Write an episode of* Open All Hours *and actually get Ronnie Barker into Gladys's bedroom."* Okay then, here goes...

DAVE EXCELLENT'S OPEN ALL HOURS

SCENE ONE
(A knocking sound on Gladys' bedroom door.)
Gladys: Who's that?
Ronnie Barker: Me, Ronnie Barker.
Gladys: You'd better come in, then.

There you go. Easy as pie.

Allan Wilford of **Malton** in Yorks asks this: *"Dear Dave, get Channel Four's* Fifteen To One *to the top of the TV ratings without getting rid of William G Stewart."* Again, I have to say it's as simple as pie – even if William G is a bit of a surly and unlovable bast. First, I'd change the title music to the *Eastenders* theme and then dub over William's voice, so he appears to be saying, "Apples and pairs, Gawd strike a light, where's Michelle gorn, blimey whistle and flute, let's go darn The Vic." *Voila*! The gullible British public will think it's another half hour's antics from Albert Square and tune-in in their droves.



And finally, **Reggie The Bear** from **Brentwood** in **Essex** asks: *"Get me, Reggie The Bear, to marry actress, superstar and general sex-on-legs thing Michelle Pfeiffer."* Hmmm... well, the way I see it is that it would be a piece of cake to get you, Reggie The Bear, to marry actress, superstar and general sex-on-legs thing Michelle Pfeiffer – but the actual problem would be to get *her* to marry *you*. (If you want to know the answer to that, then send me another note and I'll tell you.)

So that's that. I'm as excellent as ever. See you next month.

CLAIMS TO FAME

Where we ask for pictures of you next to famous people. And do we get any? No. Pull your socks up and hit us with something amazing, will you? Anyway, here's this month's effort...

Phil Manley of Poynton in Cheshire sent us this. He doesn't waste time trying to fool us, and freely admits it's not him standing next to Michael Jackson, but him standing next to a Michael Jackson 'lookalike'. Well, all we want to say is that the 'lookalike' in question doesn't actually 'look' anything 'like' Wacko at all, and it's not just us that thinks so – after all, if he really did look like Michael Jackson, then he'd be surrounded by thousands of screaming fans, wouldn't he? As it is, there's absolutely nobody about – apart from Phil of course. It has to be said that this particular 'Claim To Fame' is more of a 'Claim To Standing Next To Someone In A Silly Jacket'. Oh well. Phil gets himself a prize for simply being here – so imagine if you'd sent in that snap of you and Sinead O'Connor in the bath. There's always next month, though...



BLACK SHAPE

The Alternative Letters Page

● Oh dear. I haven't had any mail. I'm shrivelling up due to lack of letters. My wibbly bits are going all, er... even more wibbly than they were. I don't think I can last much longer. Calling International Rescue... Calling International Rescue... Calling International...

THE *Lisa Stansfield* PERSONAL ORGANISER

PLAN YOUR YEAR WITH *Lisa Stansfield*

★ **STANSFIELD FACT:** **Lisa doesn't like Marmite.**

Jan..........
Feb..........
Mar..........
Apr..........
May..........
Jun..........
July..........
Aug..........
Sep..........
Oct..........
Nov..........
Dec..........

★ **STANSFIELD FACT:** **Lisa's favourite colour is orange.**

Everyone loves Lisa Stansfield – even her fellow stars. Here's what some of them have said about her...

"**Betty Boo:** *She's lovely, she is. She's right bloomin' lovely.*
MC Ren (from NWA): *This bitch is pure class, man. She's dope.*
Jason Donovan: *If ever I'm nervous before going on stage I just listen to Lisa's album, drink a mug of cocoa, and the butterflies go away. Her voice is so silky smooth.*
Donnie Whalberg (New Kids On The Block): *She gets better and better, man. This babe is a real dude. Yo, she kicks in all the right places, y'know what I'm sayin'?*"

IMPORTANT *Phone numbers*

(We've given you the first two – now fill in the rest yourself.)

Police/Fire brigade/ Ambulance..........**999**
Lisa Stansfield (At Work)..........**071 243 1284**

Name..........**No**..........
Name..........**No**..........
Name..........**No**..........
Name..........**No**..........
Name..........**No**..........
Name..........**No**..........
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★ **STANSFIELD FACT:** **Lisa quite fancies George Michael and hopes, one day, to duet with him.**

HIGHEST JOYSTICK IN THE WORLD*

Take a camera and a joystick, then go out and get arrested or something, that's all we asked you to do. **Darren Holland** of **Retford** in Notts did just that (well, nearly). Here's what his letter said: *"Ha! Betcha thought it couldn't be done, eh? I took my joystick to the local nick and got this photograph taken. The copper was a bit cheesed off with what you'd written about "getting beaten up in the cells", but he posed like I asked, and that's the main thing."*



***Or Joystick Being Arrested By A Copper, as it's known at the moment.**



It's here at last. You've been asking for it for months and we can't say we blame you. It's the cut-out-and-keep *Lisa Stansfield Filofax*. "But it's in black and white – if it was really good it would be in colour," you may cry. Our reply is that black and white is the only medium stylish enough for Lisa. But enough explanations – you'll no doubt be searching for your scissors and a biro.

LISA'S Love signs

Would you make a compatible bed-partner for Lisa ? It's 'all in the stars', so you never know your luck...

Capricorn: Lisa says: "Capricorns aren't my cup of tea. They're heart-breakers through and through."

Aquarius: Lisa says: "Aquarians are deep and moody – just like my songs. They're my kind of lovers."

Pisces: Lisa says: "The sudden, violent outbursts of Pisces men may make them exciting for some lasses, but not for me."

Aries: Lisa says: "I like to live in the fast lane – but not all the time. An Aries lover would tire me out when I wanted to unwind."

Taurus: Lisa says: "Isn't the bloke who plays Ken Barlow a Taurean? Yeah, they're supposed to be a bit boring, really."

Gemini: Lisa says: "I can't stand dishonesty. I wouldn't know whether I was coming or going with a Gemini partner."

Cancer: Lisa says: "Cancerians are caring home-makers. With my busy life, a June/ July lover would be like a port in a storm."

Leo: Lisa says: "He is good at putting up cupboards, the Leo man. I would happily be his wife."

Virgo: Lisa says: "N.F.I." *(A Rochdale expression meaning 'Not, er... Flipping Interested. Ed.)*

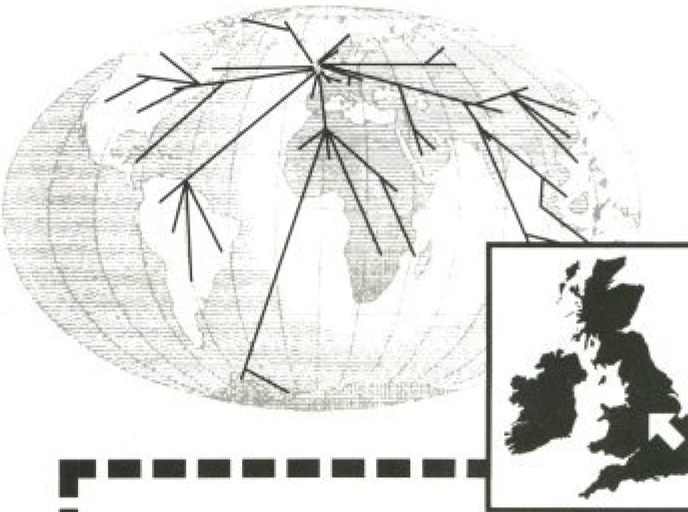
Libra: Lisa says: "Happen I've known a lot of Libra guys. As friends they're great, but as lovers? Ee, I'm not so sure."

Scorpio: Lisa says: "A Scorpio man would be jealous of my success, so a relationship wouldn't work out. Sorry, Scorpios."

Sagittarius: Lisa says: "Sagittarians are a bit weird, but they love travel – with my constant touring this would be perfect."

THE LISA STANSFIELD MAP World map

An at-a-glance guide to get you from anywhere in the world to Lisa's house, via Heathrow airport.

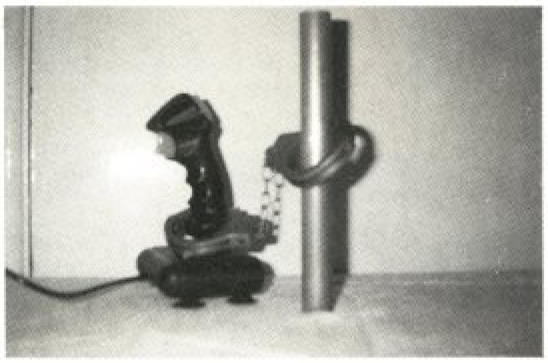




Sellotape your donor card in here.

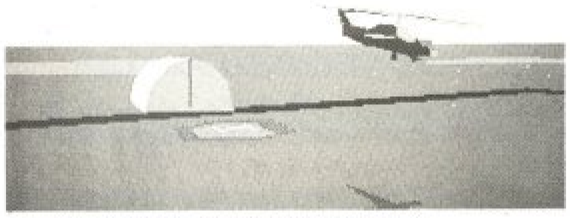
★ ***STANSFIELD FACT:*** **Lisa thinks kidney donors are brill!**

Next, we have 'a bit of a wag' – **Brian Leahy** of **Limerick** in Ireland, to be more precise. He took us quite literally at our word: "Here's a picture of my joystick being arrested by a copper. I hope you print it, as it took me ages (and a few hefty bribes) to convince the copper to pose. My joystick is now on legal aid and its case will be heard in the spring."



Copper as in policeman... copper as in copper tubing... ho, ho, ho. That's all the joysticks and coppers for this month, but we want more. Darren has shown it CAN be done without getting injured, so we want something along the same lines, but a bit more dynamic. Joystick With Coppers In A Police Car or Joystick With Copper On A Police Bike would do. If the bike/car is in the process of speeding along the road with its lights flashing (and you can tell from the pic), we'll be truly overawed and may award you a zillion pounds prize money. (*Or maybe not. Ed.*)

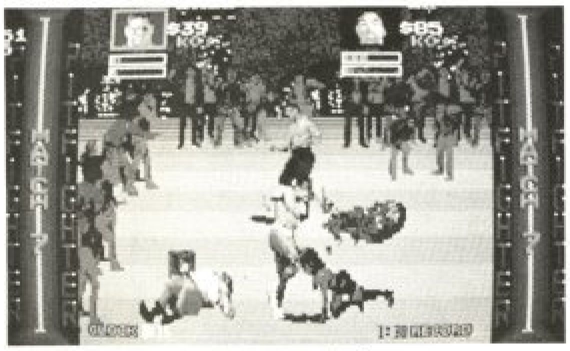
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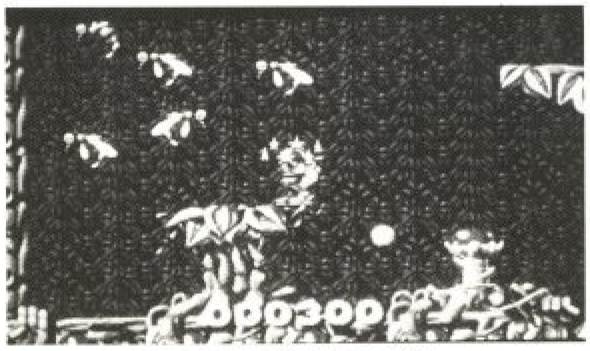
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2 JIMMY WHITE'S WHIRLWIND CHALLENGE (AMIGA/ST)
SAVE £10! Archer Maclean's snooker sim is right on cue.
ORDER NO. A38 or ST38. PRICE £19.99.



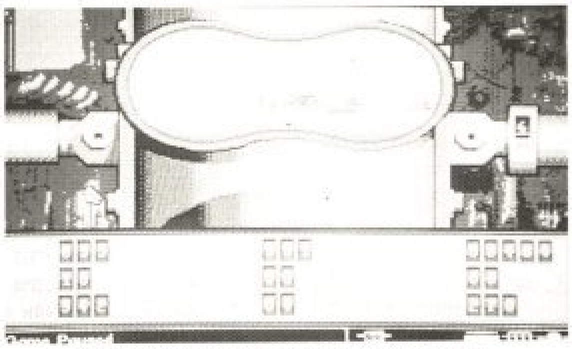
3 PITFIGHTER (AMIGA/ST)
SAVE £5! Domark's fantastic coin-op conversion of this punchy beat 'em up is well worth adding to your collection.
ORDER NO. A 39 or ST39. PRICE: £19.99.



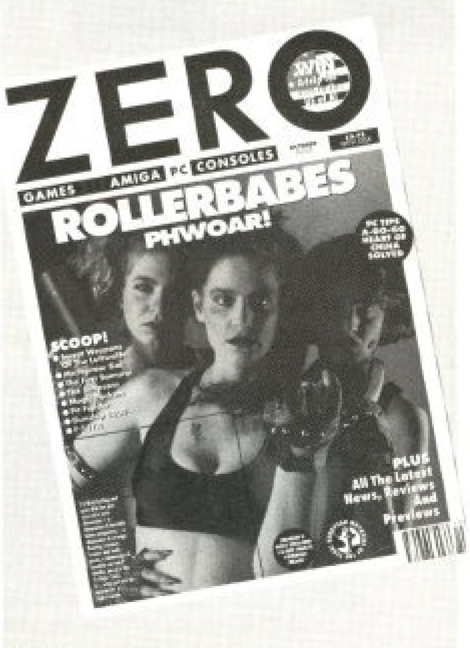
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SAVE £5! Those Bitmap Brothers produce yet another block-busting hit. Cutesy platformer with Betty Boo soundtrack.
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5 GUNSHIP 2000 (PC)
SAVE £7! MicroProse has come up with yet another superb simulation – this one has you taking the controls of a helicopter. And you won't put them down either.
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7 SILENT SERVICE II (AMIGA/ST/PC)
SAVE £5! Up periscope! This sensational submarine sim from MicroProse was a favourite in the ZERO offices.
ORDER NO. A42, ST42, or PC42 PRICE: ST or Amiga £25.99 PC £30.75



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GIVE OR TAKE

If you have an unwanted ST or Amiga, don't despair – Give Or Take is here. Yes, you can sell it on this very page! On the other hand, you might want to admit to being a New Kids On The Block fan, or reveal a mind-blowing fact to the world. If so, fill in the coupon below. But remember – trade ads are strictly forbidden, and we here at ZERO will have no qualms about shopping any dodgy pirates to FAST. You have been warned.

HARDWARE

● Atari ST double-sided drive, 33 games, inc. *Prince Of Persia*, *Kick Off 2*, demos, mags, joystick, new mouse. This and more for just £280. We must be mad!!! Write: Anthony Button, "Denneyside", Woodlands Rd, Portishead, Avon BS20 9HF.

● Spectrum 128K+2 for sale, including over 100 games, quickshot joystick, good condition, but needs new power supply unit. Sell for £100. Call Steve: 02974 443290.

● Sega Master System with RPU, seven games inc *Golden Axe*, *Miracle World*, *California Games*. Worth £266, will sell for £100, fully boxed with instructions. Tel: 551 2355 after 4 pm.

● Atari 520ST FM for sale with Okimate Colour printer, plus 20 games and magazine. Sell for £400 ono. Phone Philip on 517 6924, between 5 and 9pm.

● A500, pristine condition, 1 meg, Control Center, manuals, joysticks, mouse, over £550 of games, demos and more. Everything boxed. No reasonable offer refused. Call Risheer on 300 3597 after 6pm.

● Atari ST worth £400 sell for £265. 1 meg, joystick, 9 games inc. *Kick Off 2* and mouse. Tel: (065386) 482 and ask for Ross. Double-sided drive.

● Game Gear with *G-Loc*, *S Monaco GP* and PSU, worth £160. Sell for £100 or swop for basic Mega Drive pack. 6 months old, hardly used. Tel: (061) 766 4369, ask for Kenny.

● Amiga 500, modulator, 2 joysticks, over 13 games and other discs also (*Falcon*, *Untouchables*, etc). Cost over £600, sell for £290! Ideal Christmas gift. Contact (0842) 890588 after 6pm.

● For sale, Amiga A500, 1MB expansion, 70 blank disks, 30 full PRK6 games, 85 mags, boxed. Plus free Sega Master System, £475. Tel: 061 205 3223 after 4pm. Must collect.

● Atari 520 STFM D/S disk drive and S/S disk drive. Over £200 worth of software, mouse, joystick, PD, mags and much more. A real bargain at only £200. Ring Tim on (0532) 487074.

● Atari 520 ST, joystick, mouse, over £1500 worth of software, loads of mags, excellent condition. Sell for £300. Phone (0304) 821787 after 4pm. Dover area.

● Sega Game Gear, one month old, two games, *Mickey Mouse* and *Columns*. Mains adaptor. All still boxed, £120. Write to Gavin at 51 Maycross Ave, Morden, Surrey SM44DD.

SOFTWARE

● Wanted. All Sierra games, eg *King's Quests* or *Space Quests* for Atari ST, will swop. Send list of games to: Mike, 6 Findhorn Court, Elgin, Moray IV30 2AX.

● IBM PC AT contact wanted anywhere for hints, help, shareware, demos, games, etc. 100% fast reply guaranteed. Send lists, write to: John, 14 Everest Street, Burnside, Christchurch, New Zealand.

● Amiga contacts wanted to swop games and utilities. Send your lists and disks to: Jorge Leveratto. Araoz 2569. Buenos Aires, Argentina.

● Public domain disks for the Atari ST/E. For a catalogue and free welcome disk, send £1 P.O. to: School House, Church Street, Kings Stanley, Stonehouse. Glos. GL10 3JA.

● Will swap brand new *Cruise For A Corpse* (Amiga) for *Eye Of The Beholder*. Call David on (0703) 779215 After 4pm.

● Will swap *Batman The Movie*, *AFT 2*, *Rick Dangerous 2*, *Wings Of Fury* & *Xenon* for *Ninja Rabbits*, *Populous*, *Battle Chess*, *MicroProse Soccer*, *S.T.U.N. Runner*, *Centurion*, *Silent Service 2*, on the PC. Call (0225) 760632.

● Beau of USA wants Amiga contacts! Send disks for 100% reply to: Beau, 82 Elizabeth. Platsburgh. New York 12901 USA. Will swop for USA articles.

LONELY HEARTS

● Amiga freak seeks female going on holiday to Lanzarote next year, last week Aug – 1st week Sept. Steve Birch, 26 Reeve Road, Holy Port, Maidenhead, Berks. Aged between 14 and 17.

● Hi, Ladies! 18 year-old male Amiga owner seeks female contacts for letters and info, swapping etc. Write to: Dean Hudson, 32 Milnroy Road, Leicester LE5 2LU. Reply guaranteed.

PEN PALS

● ST contacts wanted to swop games and cheats etc. Send disks, lists to Alex, ST Lawrence, Kingsway, Hullbridge, Essex SS5 6DR.

● ST Contacts wanted to swop anything! Send letters, disks to Adrian, 24 Hyperion Place, Epsom, Surrey KT19 9ED. 100% reply. Or phone (0372) 740065.

● ST Contacts wanted to swop games. Also send £1 for a disk of 350 cheats. Send an S.A.E. to Jon Treby, Five Acres, Greenfield Road, Pulloxhill, Bedford MK45 5EY.

● PC owners to swop both games and serious software wanted. Please send a list to: Roderick Begbie, Mains House, Tillicoultry, FK13 6PQ. Or phone me on (0259) 50954. Merci!

● If you hate Bryan Adams, own an ST, read *2000 AD* and are not a T2000, then write to Gerard O'Boyle, 46 Lochrin Buildings, Gilmore Place, Edinburgh, Scotland EH3 9ND.

● IBM PC (VGA /Soundblaster) contacts wanted for swopping games. Send disk/list to Remko Heerings, Heggenwikke 25,6375 RV, Landgraaf, Holland.

● Howdy! I'm an ST owner who'd like both male and female penpals to write to me, Al Davies, 71 Manor Rd, Woolton, Liverpool, L23 8QF. Now!

● Amiga contacts wanted. Send lists + disks to: Martin S,1 Selwyn Close, Mildenhall, Suffolk 1P287Q13. 100% reply. Hello to Aaron, Joanne and my cool X19.

● Amiga contacts wanted from anywhere in the world. Any Americans reading? Then get writing to: Chris Kelly, 25 Ingsfield Lane, Bolton Upon Dearne, Rotherham, S Yorks S63 8EE.

● Amiga contacts wanted to swop games, PD, utilities etc. Write to: Colin Hannah, 48 James Street, Helensburgh, Scotland 684 8XG. Phone: 0436 73310 after 4pm.

WANTED

● ST *Monkey Island*, *Lemmings*, *Elvira*. For any of one or two of my games. Contact Ian Fitton, 27 Royds Ave, Heysham, Lancs LA3 IPA or phone (0524) 52846.

● Amiga games to swap: *Rick Dangerous 2* and *Powermonger* for *Speedball 2*. If interested, send your letters to: Paul Noone. 4 Iona Grove, Athlone Co, Westmeath, Ireland. Originals only.

● Amiga wanted. *Rodland*, *F-15 2*, *Flood*, *Supercars 2*, *Toki*, Swop *PGA Golf*, *North and South*, *Arkanoid 2*, *Days Of Thunder*, *Indiana Jones Adventure*, *Spy vs Spy 3*. Andrew Fri-Mon (0909) 474448.

● Wanted, *Harpoon* or *Battle Stations* (Amiga). Will swop for *Gettysburgh*. Originals only, in mint, very good condition, accepted. Write to: Stuart Hardy, 33 Fir Tree Drive, Wales, Sheffield 531 8L2.

● Someone help me! Wanted, *Venus The Fly Trap*, will swop for any game or even a new release of your choice. Tel: (021) 357 5034 after 6pm. Ask for Rich. Ta!

FANZINES

● The new *Aliens* Fan Club! newsletters, badges, photos, competitions and more!!! Send an S.A.E. for full details: B.A.F.C., 15 Herring Road, Liskeard, Cornwall PL14 3SY.

● Are you bad enough to manage an *American Wrestler*?! If so, join the GCW. A Wrestling P.B.M. with highly detailed fights. Write to: Gem, Ash Bank, Alexandra Road, Penrith, Cumbria CA11 9AR.

MESSAGES AND EVENTS

● Results of a *Kick Off 2* Tournament held in Heanor. J Birks 12 pts. R Key 9 pts. B Hicking 6 pts. S Kenworthy 5 pts. S Bamford 3pts. Record goals in one game 12–0, J Birks v S Bamford.

BIRTHS, MARRIAGES, DEATHS AND DIVORCES

● S.A.M. The Amiga was born on the 23/10/91. He was brought along by Richard and Michael Sowa. His first words were "Where does Matthew Brian live?" Can anybody help?

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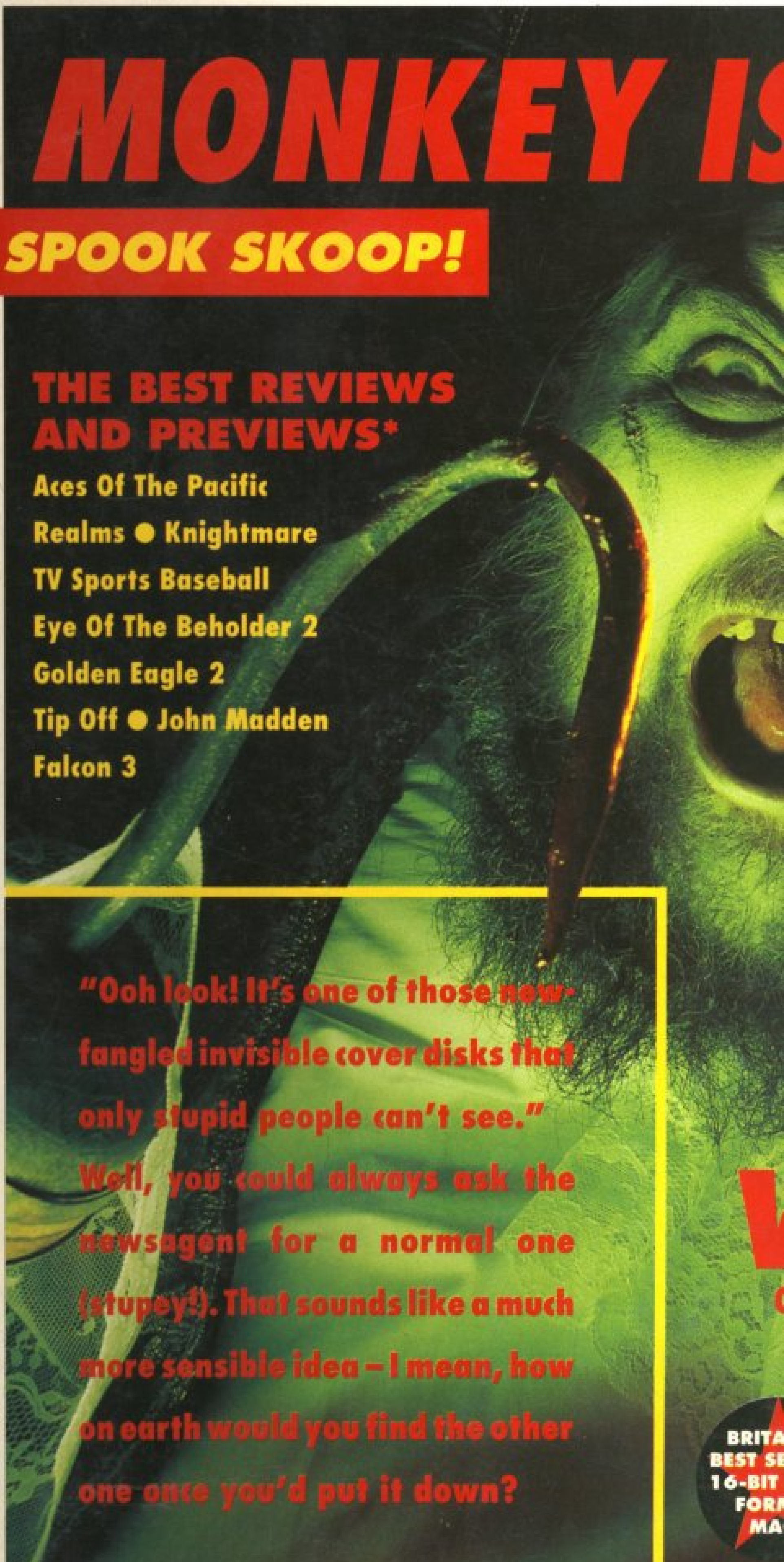
ISSUE TWENTY-EIGHT ZERO

Every seven seconds someone in the world buys some Plasticine.

FEBRUARY 1992

ZER

NEWS REVIEWS ST AMI



THE BEST REVIEWS AND PREVIEWS*

Aces Of The Pacific
Realms ● Knightmare
TV Sports Baseball
Eye Of The Beholder 2
Golden Eagle 2
Tip Off ● John Madden
Falcon 3

"Ooh look! It's one of those new-fangled invisible cover disks that only stupid people can't see." Well, you could always ask the newsagent for a normal one (stupey!). That sounds like a much more sensible idea – I mean, how on earth would you find the other one once you'd put it down?

*In a sort of modest, humble, lovable sort of way



KNIG

Tony 'On The Roof' Crowther was the chap behind last year's 'game of the year', *Captive*. *Michael Horsham* was the chap behind the sofa with Doris Stokes at last year's Christmas party. For his penance, we gave him *Knightmare* to review.

ZERO HERO

Based on Anglia TV's smasheroonie Friday show of the same name, *Knightmare* is a role-playing, puzzle-o-matic load of riddles and puzzles. True to the accepted format of this type of game, the entire thing revolves around a quest. Now, quests are the stuff of which legends are made – look at King Arthur and the Holy Grail, or even Nigel Mansell and the Formula One Championship. *Knightmare* is no exception to the rule which states that in the world of games, mystery and imagination, the quest is the thang. It would also be true to say that *Knightmare* has more to do with a King Arthur-type quest than Mansell bombing around Zandvoort on a souped-up skateboard.

The player is placed in control of a group of four beings whose breed, profession and dexterity are determined by a spot of mouse-clicking on the relevant screen. This is called up easily enough as the game begins. Characters are then given names along the lines of Dickon The Smallside, Nigel The Manse or whatever moniker takes your fancy. Then, suitably dressed, they are plunged into a nightmarish scenario which calls upon every ounce of reserve and derring-do they can muster.

AMIGA

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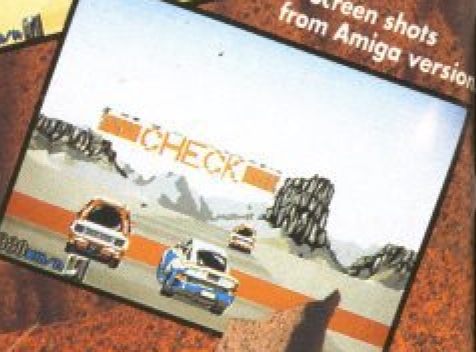
"...ROAD!!" ...ROAD?"

...t, engine howling, wheels spitting gravel and the ... begins - you're about to encounter the six toughest ... of the gruelling Paris to Dakar rally.
...r supercharged car may be built to be driven ...ugh hell and back, but to qualify for each stage ... need every ounce of the driving skills you possess. ...y drivers or lunch breaks please - this one's strictly ... pro-rallying crew.









Screen shots from Amiga version

"Big Run will undoubtedly test the skills, reflexes and intelligence of even the most adept racing fanatic". Games X

"If this is the kind of stuff we can expect from the Storm label, let's hope it pours down". ST Action

Available: January 1992
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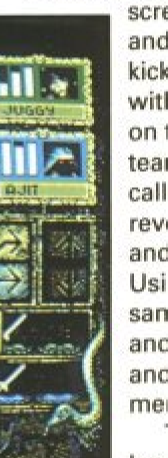
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